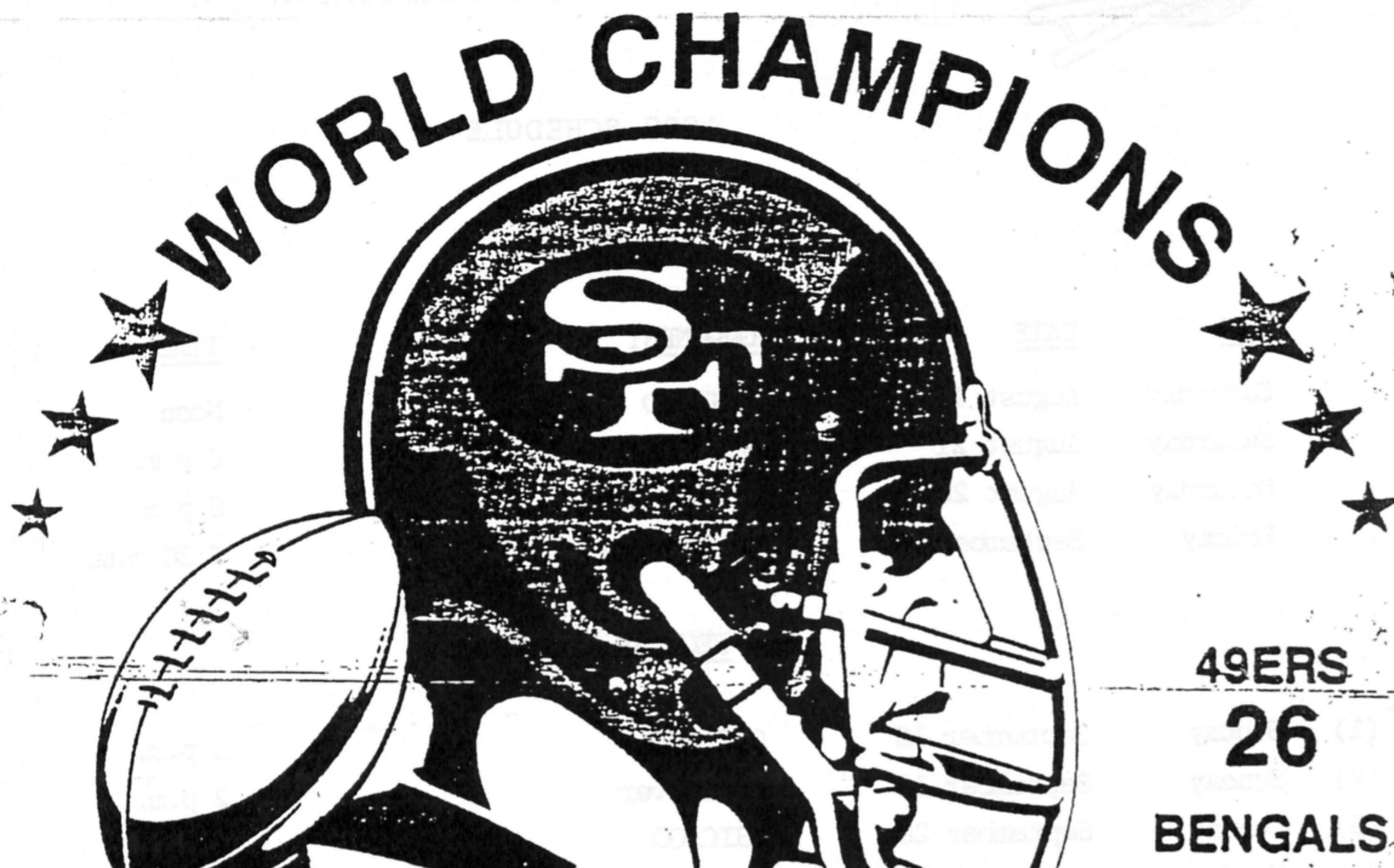
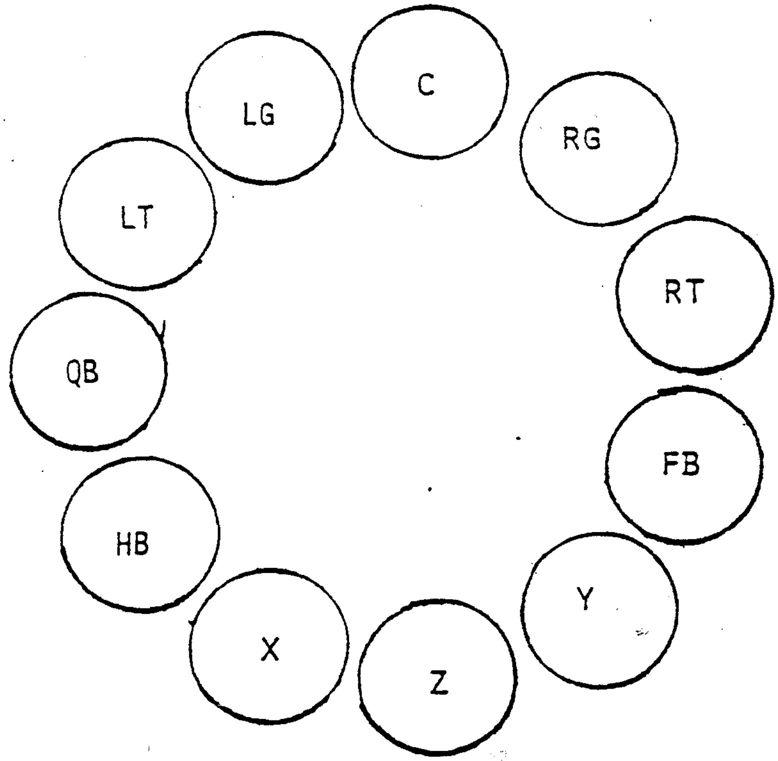

WORLD CHAMPIONS
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THE HUDDLE PROCEDURE

THE HUDDLE



FORMING AND BREAKING THE HUDDLE:

1. CENTER ALWAYS SETS UP HUDDLE EIGHT YARDS FROM BALL. SET UP QUICK
2. THE HUDDLE IS CIRCULAR. KEEP IT THAT WAY SO ALL CAN HEAR. QUART BACK AND CENTER ARE RESPONSIBLE FOR SHAPE OF THE HUDDLE.
3. LINE UP QUICKLY WITH HANDS ON KNEES IN POSITION TO SEE AND HEAR THE QUARTERBACK.
4. QUARTERBACK HAS COMPLETE CONTROL OF HUDDLE.
5. YOU WILL RECEIVE THE FOLLOWING INFORMATION IN THE HUDDLE:
   A. FORMATION (MOTION POSSIBLE)
   B. PLAY
   C. BLOCKING (POSSIBLE)
   D. PASS PATTERN (POSSIBLE)
   E. SNAP NUMBER
6. WHEN YOU DO NOT HEAR WHAT IS SAID, CALL CHECK.
7. "READY - BREAK" IS THE SIGNAL TO LEAVE THE HUDDLE - CLAP HANDS - LINEMEN TURN TO OUTSIDE AND GO TO LOS QUICKLY.
8. THE HUDDLE REFLECTS THE ATTITUDE OF EACH MAN AND THE TEAM - KEEP HUDDLE SHARP.
9. QUARTERBACK - DO NOT CALL "READY BREAK" UNTIL THE RECEIVERS HAVE LEFT THE HUDDLE.

IN THE HUDDLE . . . .

QB DOES ALL THE TALKING -

QB WILL GIVE THE FOLLOWING INFORMATION:

1. FORMATION - (I.E. RED, BROWN, GREEN, BLUE, ETC.).
2. FORMATION ADJUSTMENTS - (I.E. TIGHT, CLOSE, Y DEEP, ETC.).
3. MOTIONS OR SHIFTS - (I.E. "Z' RIGHT, "C" LEFT, Y MOTION, ETC.)
4. PLAY NUMBER - (I.E. 65, 20, 98, ETC.).
5. PLAY TERMS - (I.E. POWER, X HOOK, ETC.).
6. SNAP COUNT - (I.E. ON TWO, ON SET, ON FIRST SOUND, ETC.).
7. READY - BREAK.

HERE'S HOW IT SOUNDS . . . .

1. RED RIGHT SLOT, 24 DOUBLE SQUARE OUT, ON SET - READY BREAK.
2. BROWN LEFT SLOT, "Z" LEFT, 64, ON ONE - READY BREAK.
3. DOUBLE WING RIGHT, 78 X HOOK, ON FIRST SOUND - READY BREAK.

NOTE: BALL MAY BE SNAPPED ON ANY OF THE FOLLOWING SNAP COUNTS:

A) 1ST SOUND ("PRO")

B) SET

C) ONE (1ST "HUT")

D) TWO (2ND "HUT")

E) THREE (3RD "HUT" - QB WILL TRY TO DRAW THE DEFENSE OFF SI

AT THE LINE OF SCRIMMAGE (L.O.S.). . . .

QB PLACES HANDS UNDER CENTER ONLY WHEN HE IS READY TO CALL THE DEFENSIVE FRONT. DURING AUDIBLES HE STANDS BEHIND CENTER WITH HANDS HANGING FREE - QB IS SURE THE CENTER FEELS HIS HANDS BEFORE CALLING SNAP COUNT.

1. QB CALLS THE DEFENSIVE FRONT IF NO LIVE OR DUMMY AUDIBLE IS CALLED (I.E. 43, 34, 53...).
2. QB PAUSES AND COMPLETES SNAP COUNT AS FOLLOWS: "SET" (PAUSE) "HUT" - "HUT" .... "HUT."
3. WHEN QB CALLS THE SNAP COUNT ON THREE (3), HE WILL TRY TO DRAW THE DEFENSE OFFSIDES ON THE 2ND "HUT" BY ACCENTING THE COUNT - PAUSES - AND THEN CALLS THE THIRD "HUT." THE TEAM IS ALERT FOR THE "STAGGERED COUNT" EVERY TIME THE QB CALLS THE PLAY "ON THREE (3)."
4. AUDIBLES MAY BE CALLED REGARDLESS OF THE SNAP COUNT. IF THE COUNT IS "1ST SOUND," THE QB AUDIBLES BEFORE HE PUTS HIS HANDS UNDER THE CENTER - THE SNAP COUNT THEN CHANGES.

HERE'S HOW IT SOUNDS. . . .

1. ON 1ST SOUND -
   "PRO" (BALL IS SNAPPED ON 1ST THING QB SHOUTS).
2. ON SET -
   "43 - SET."
3. ON ONE -
   "34 - SET - HUT."
4. ON TWO -
   "25 - SET - HUT - HUT."
5. ON THREE -
   "53 - SET - HUT - HUT ------- HUT."

AUDIBLE AT THE L.O.S. . . .

1. A CHANGE OF PLAY AT THE LOS WILL COME BEFORE THE QB PUTS HIS HANDS UNDER CENTER - IF THE CENTER DOES NOT FEEL PRESSURE, HE DOES NOT SNAP THE BALL.

2. TEAM ALIGNS AT LOS IN THREE POINT STANCE.

3. IF QB WANTS TO CHANGE THE PLAY CALLED IN THE HUDDLE, HE CALLS THE LIVE COLOR AND THE AUDIBLE NUMBER. HE PAUSES AND REPEATS COLOR AND NUMBER AGAIN. QB PAUSES AND CONTINUES THE NORMAL SNAP COUNT.

4. ALL AUDIBLES WILL GO ON A PREDETERMINED COUNT.

5. QB MAY CALL A "DUMMY" AUDIBLE OCCASIONALLY.

6. IF NO AUDIBLE IS NEEDED, NO COLOR AND AUDIBLE NUMBER ARE CALLED. QB SIMPLY COMES TO LOS AND BEGINS THE CADENCE BY CALLING THE DEFENSIVE FRONT.

HERE'S HOW IT SOUNDS. . . .

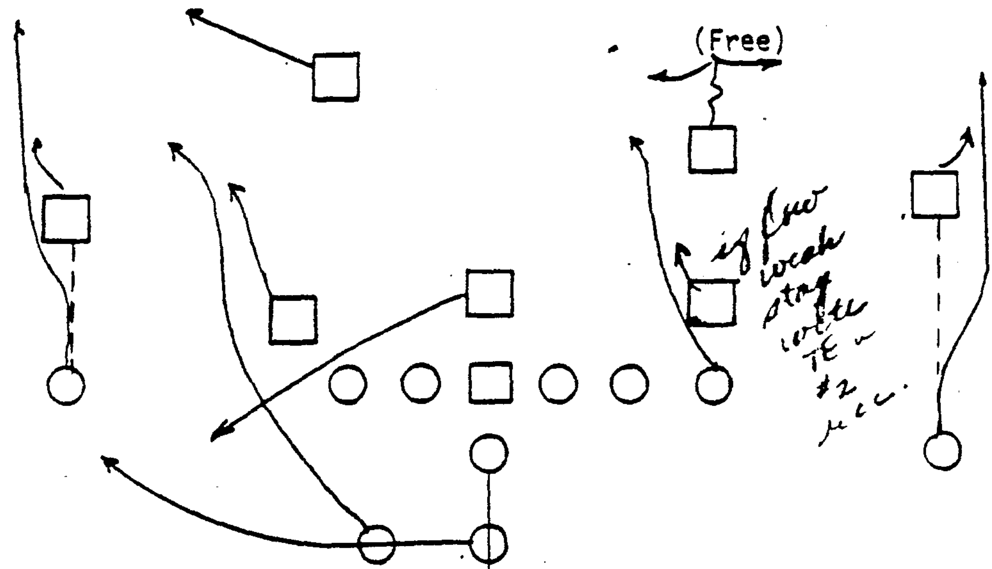
(ASSUME RED IS THE LIVE COLOR)
(QB AT LOS, BUT HANDS NOT UNDER CENTER)
(TEAM IN THREE POINT STANCE)

1. QB AUDIBLE AT LOS: (ON SET)
   RED 78 (PAUSE) RED 78 (PAUSE) 43 (PAUSE) SET.
2. QB DUMMY AUDIBLE AT LOS: (ON ONE)
   WHITE 50 (PAUSE) WHITE 50 (PAUSE) 34 (PAUSE) SET (PAUSE) HUT.
3. QB NOT USING THE AUDIBLE AT LOS: (ON THREE)
   53 (PAUSE) SET (PAUSE) HUT-HUT----------HUT.
4. QB NOT USING AUDIBLE AT LOS: (ON 1ST SOUND)
   "PRO" (BALL IS SNAPPED ON 1ST THING QB SHOUTS).

BASIC FRONTS TERMINOLOGY

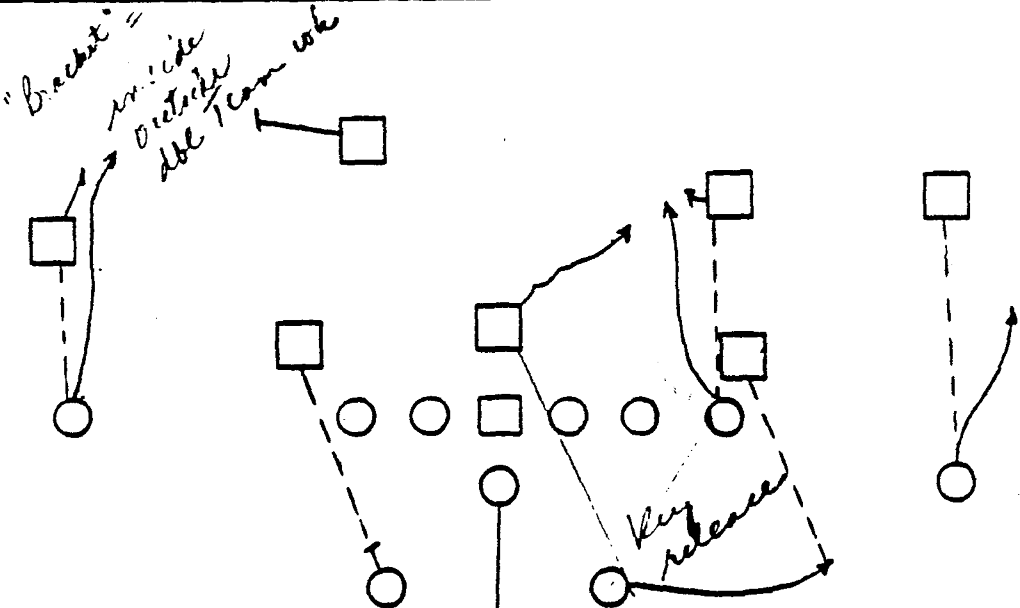
EVEN FRONT:	NO MAN IN FRONT OF CENTER - NORMALLY CALLED 43. HAS SAME VARIATIONS.
ODD FRONT:	MAN ON NOSE OF CENTER. HAS MANY CALLS - 50, 20, 34.
3 MAN FRONTS:	NOW USED BY SOME TEAMS AS A BASIC DEFENSE OR USED IN SOME PASSING SITUATIONS, OR AT END OF HALF OR GAME.
42 FRONT:	FOUR DOWN LINEMEN STAY - ONE LINEBACKER LEAVES AND ONE DEFENSIVE BACK COMES IN.
OFFSET FRONT:	MAN IN GAP BETWEEN CENTER AND GUARD, EITHER STRONG (TOWARD Y), CALLED OFFSET STRONG, OR WEAK (AWAY FROM Y), CALLED OFFSET WEAK.
E (DEF. ENDS):	OUTSIDE MEN OF DOWN FOUR.
T (DEF. TACKLES):	INSIDE MEN OF DOWN FOUR.
M (MIDDLE BACKER):	BACKER BETWEEN TACKLES ON EVEN FRONT - CHECK ODD DEFENSES FOR DIFFERENCE IN ALIGNMENT IN REGARD TO T'S.
B (B BACKER):	ALWAYS BACKER ON Y SIDE - SOMETIMES WILL STACK.
W (WEAK BACKER):	ALWAYS BACKER AWAY FROM Y - SOMETIMES WILL STACK
P (PLUGGER BACKER):	EXTRA INSIDE LINEBACKER ON 3 MAN FRONT - LINED UP ON WEAK SIDE.
C (CORNERS):	OUTSIDE MEN IN SECONDARY.
SS (STRONG SAFETY):	INSIDE MEN IN SECONDARY - SS ON Y SIDE CALLED STRONG SAFETY - S AWAY FROM SLOT CALLED WEAK SAFETY.
F (FREE SAFETY):	INSIDE MEN IN SECONDARY - F IS AWAY FROM Y - CALLED FREE (OR WEAK) SAFETY.

COVER 1 CLOUD (KICK)



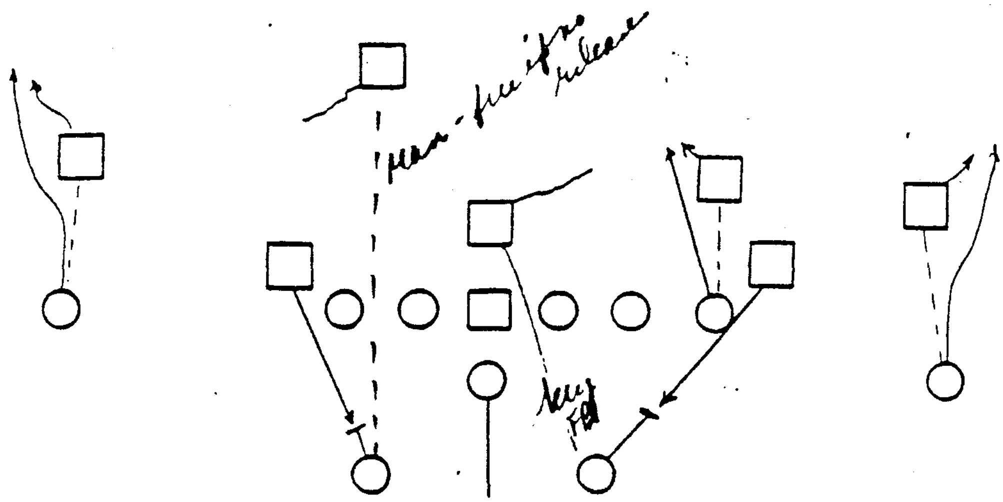
WEAK FLOW ACTION

1. St.Corner - M-M on Flanker (no help in CF).
2. St. Safety - M-M on "Y" (no help in CF).
3. WkSafety - Deep coverage on weak side (End or HB).
4. Wk Corner - Cloud on End - M-M with deep help.
5. W Backer - Tight M-M on HB - Might get deep help.
6. M Backer - Key FB - Weak side - lock on coverage.
7. B Backer - Key FB - Weak side - Stay with slot.



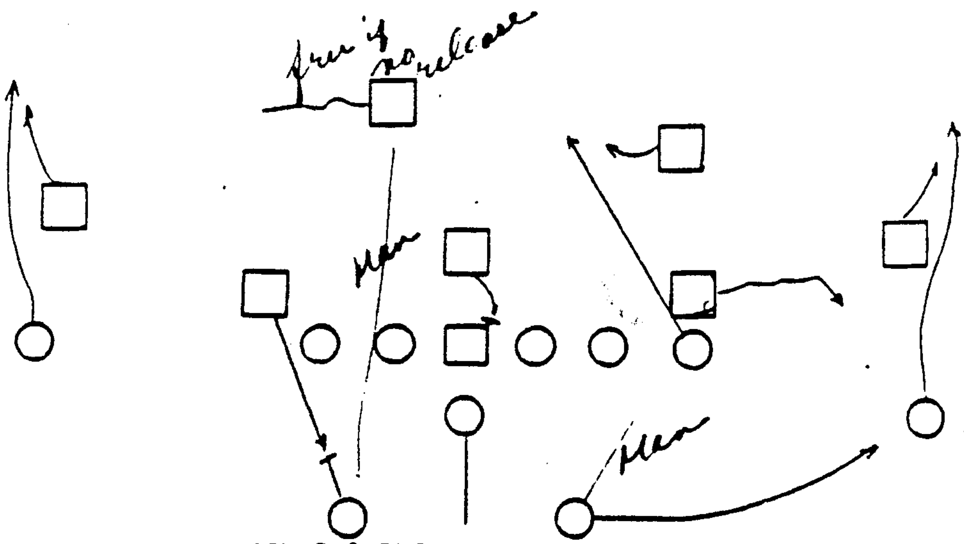
COVER 1 BRACKET (VARIATION)

1. St.Corner - M-M on Flanker (no help in CF).
2. St.Safety - M-M on "Y" (no help in CF).
3. Wk Safety - Cover End on all inside breaks, short or deep.
4. Wk Corner - Cover End on all outside breaks, short or deep.
5. W Backer - Tight M-M on HB - May get deep help.
6. M Backer - Same as 1 Cloud.
7. B Backer - Same as 1 Cloud.



COVER 1 BLITZ - DOUBLE DOG (W-B)

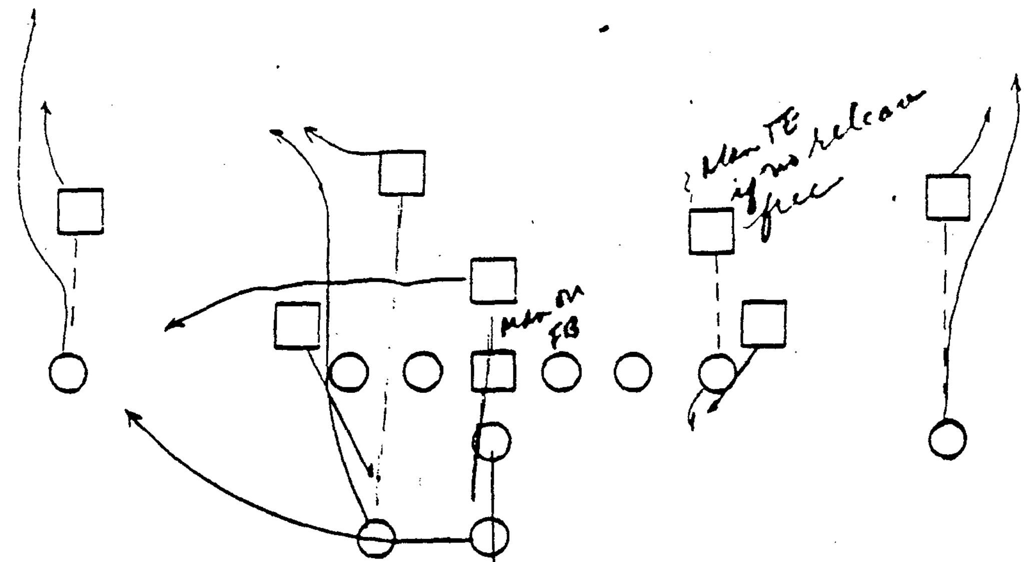
1. Corners - M-M on wide receivers. Inside-out technique.
2. Strong Safety - M-M on Y end. (Most often playing head-up.)
3. Weak Safety - M-M on HB (depth will vary according to opponent, field situation) if HB blocks - free in middle.
4. W Linebacker - Blitz.
5. B Linebacker - Blitz.
6. M Linebacker - M-M on FB, if FB blocks - wall off Y - hook zone.



COVER 1 BLITZ - W AND M DOG

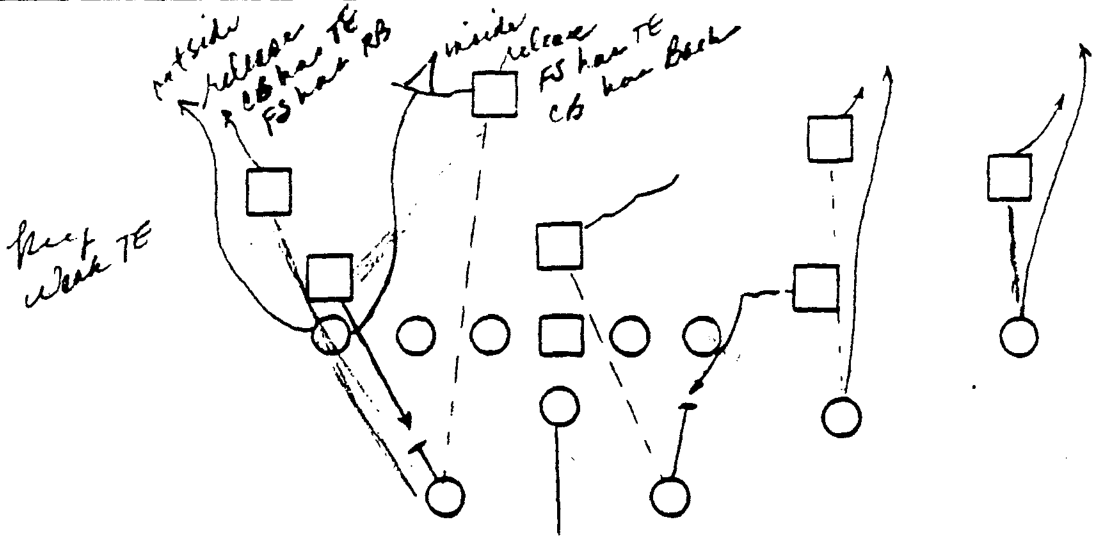
1. Corners - M-M on wide receivers. Inside-out technique.
2. Strong Safety - M-M on Y end (most often playing head-up).
3. Weak Safety - M-M on HB (depth will vary according to opponent, field situation) If HB blocks - free in middle.
4. W Linebacker - blitz.
5. B Linebacker - M-M on FB.
6. M Linebacker - blitz.
7. Weak side defensive end may be assigned to take FB if weak side release.

COVER 1 (BLITZ)



COVER 1 BLITZ - DOUBLE DOG VS WEAK FLOW

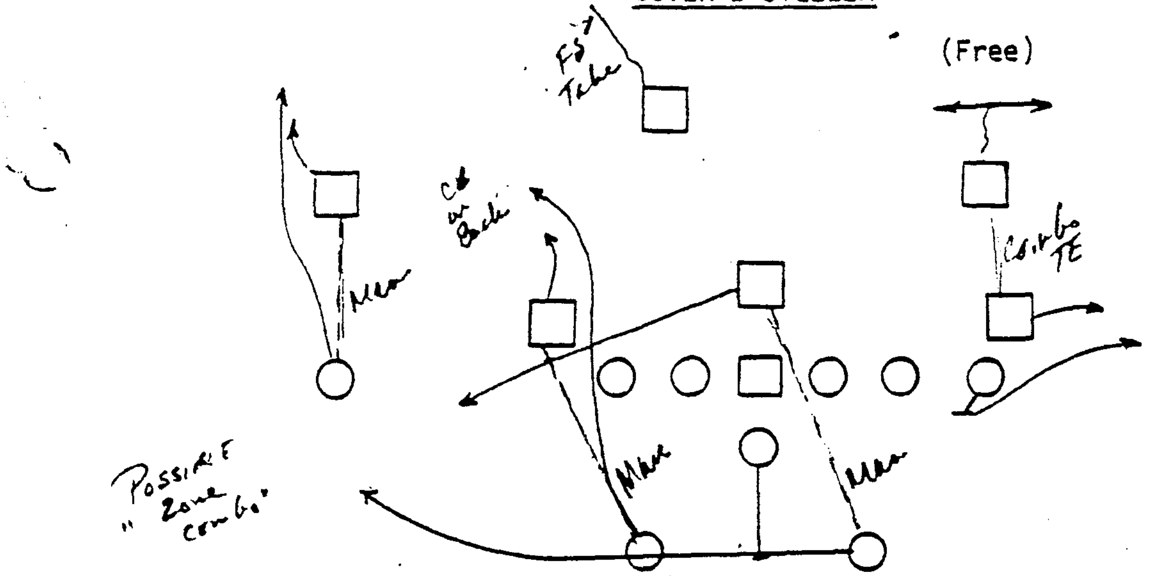
1. Corners - M-M.
2. Strong Safety - M-M on Y end. If Y end blocks (B Backer) free up - looking for flanker post or in move.
3. Weak Safety - M-M on HB.
4. W Linebacker - blitz.
5. B Linebacker - blitz.
6. M Linebacker - M-M on FB. If FB blocks (W linebacker) work weak side - cut off HB crossing. Tight hook zone.



COVER 1 BLITZ - DOUBLE DOG VS SLOT FORMATION

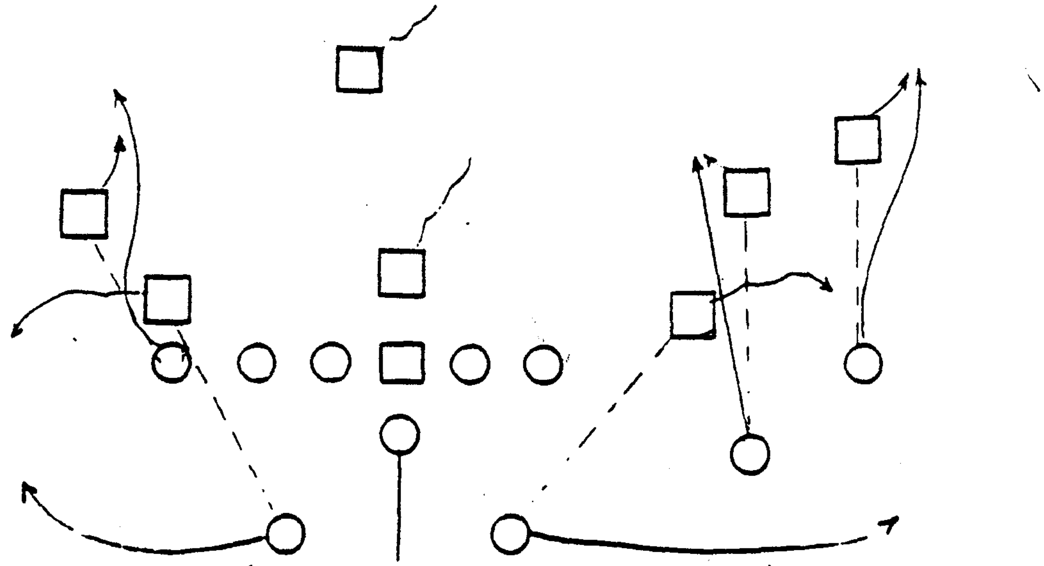
1. Weak side corner (Y side) work combination (banjo) coverage with weak safety. Corner will take outside release of slot or back. If there isn't an outside release corner will zone to outside.
2. Strong corner - M-M on widest receiver (most often inside-out).
3. Strong Safety - M-M on E man (most often inside-out).
4. Weak Safety (Y side) - work combination (banjo) coverage with weak corner. Wea safety will take inside release M-M. If not free up in deep middle.

COVER 2 STEELER



WEAK FLOW ACTION

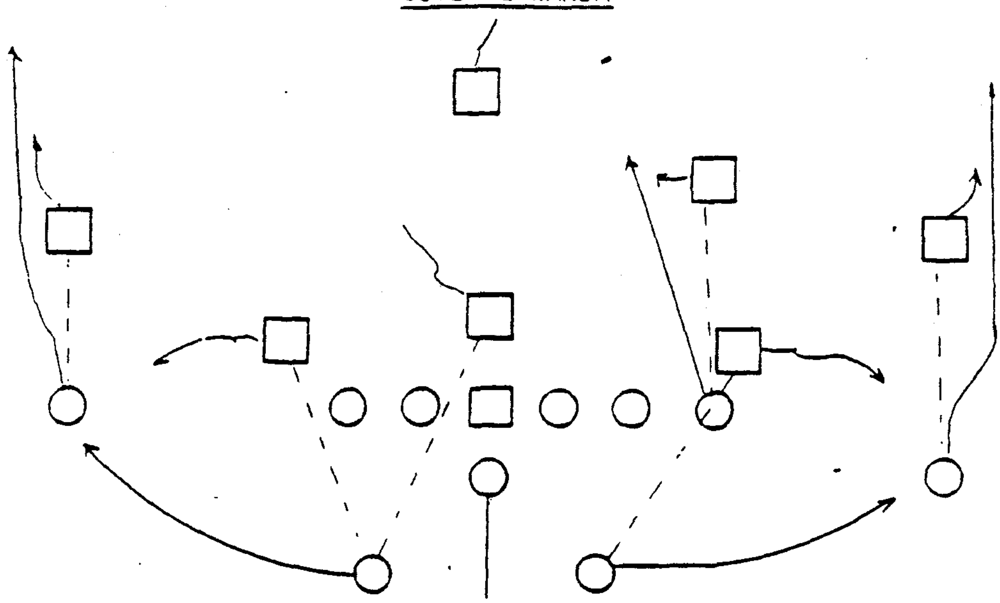
1. Corners - M-M. (Possible zone by weak side corner vs weak flow - in conjunction with weak safety. W.S. taking inside move - corner taking outside move.)
2. Strong Safety - slot drag - slide into strong hook - post zone. Alert for slot drag up.
3. Weak Safety - Free - Deep middle (possible weak side combination with corner. W.S. taking inside break by end M-M.)
4. W Backer - HB M-M. (Possible zone vs weak flow.)
5. B Backer - key FB. Weak flow - stick on slot end M-M. (Possible collapsing inside - looking for HB curl etc.)



SLOT FORMATION-(BASIC CORNER SAFETY POSITIONING)

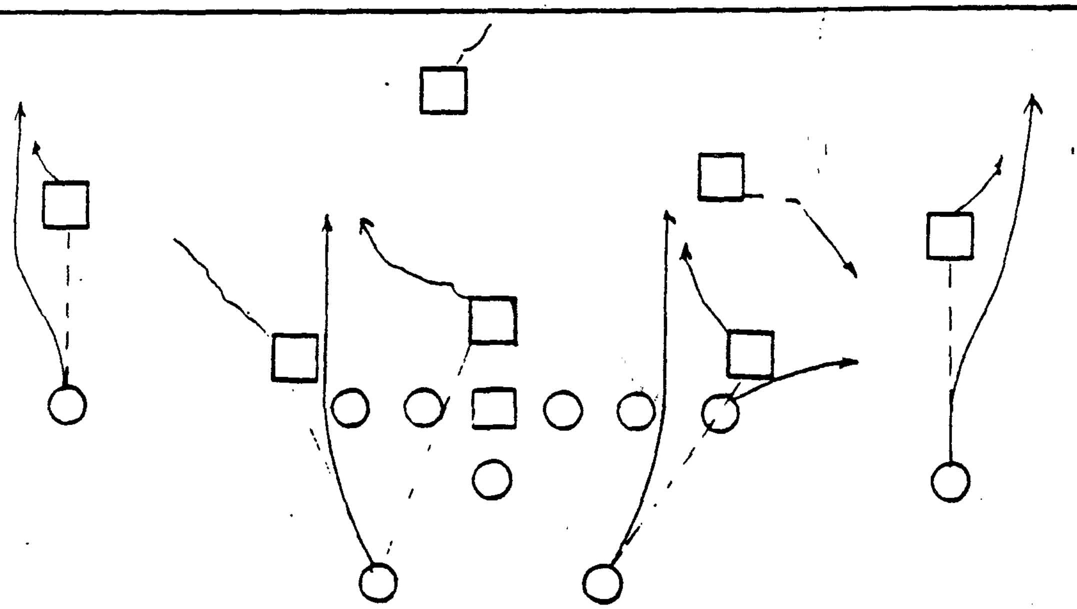
1. Corners - take receiver their side. Weak side corner taking slot end M-M. (Possibl - corners on wide receivers regardless of formation.)
2. Strong Safety - E Man (inside receiver) M-M - from outside-in. (Possible - S.S. on slot regardless of formation.)
3. Weak Safety - free - deep middle.
4. B Backer (on slot) back his side M-M.
5. W Backer (open side) key release of back your side. Often positioned to hold up E Man. Wide release by back - cover him. Inside release - strong hook.
6. M Backer Key release - moves to E hook. Inside cover back M-M.

COVER 2 WANDA



BASIC 24-25 ACTION

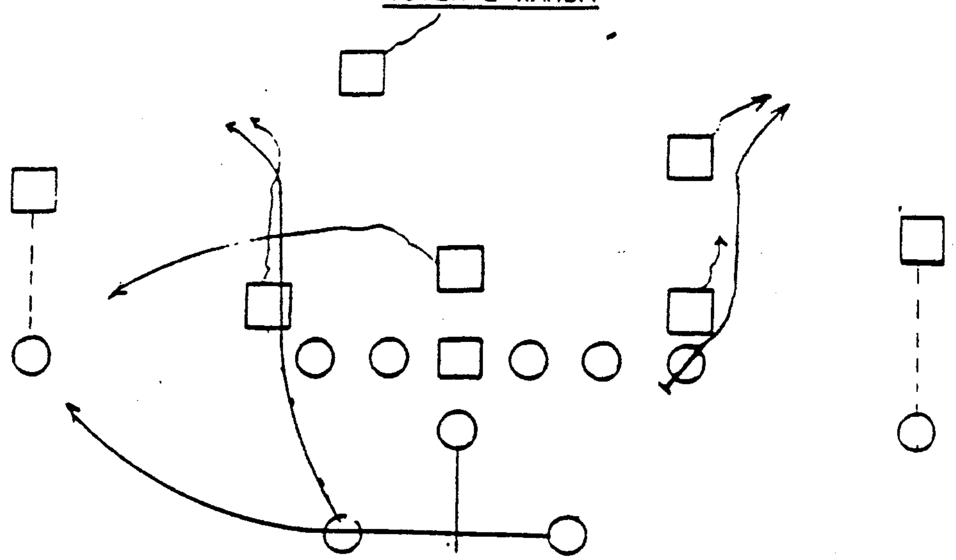
1. Corners - M-M on outside receiver (usually outside-in).
2. Strong Safety - M-M on "Y" end (often head-up on slot).
3. Weak Safety - Free - deep middle (may be committed strong side if S. Safety playing outside-in).
4. W Backer - Key HB release outside release - cover M-M (tight or thru weak hook) - inside release move to outside - take away Wk hook or out.
5. B Backer - M-M on FB.
6. M Backer - Key HB release inside W Backer - cover HB M-M.



BACKS INSIDE RELEASE ACTION

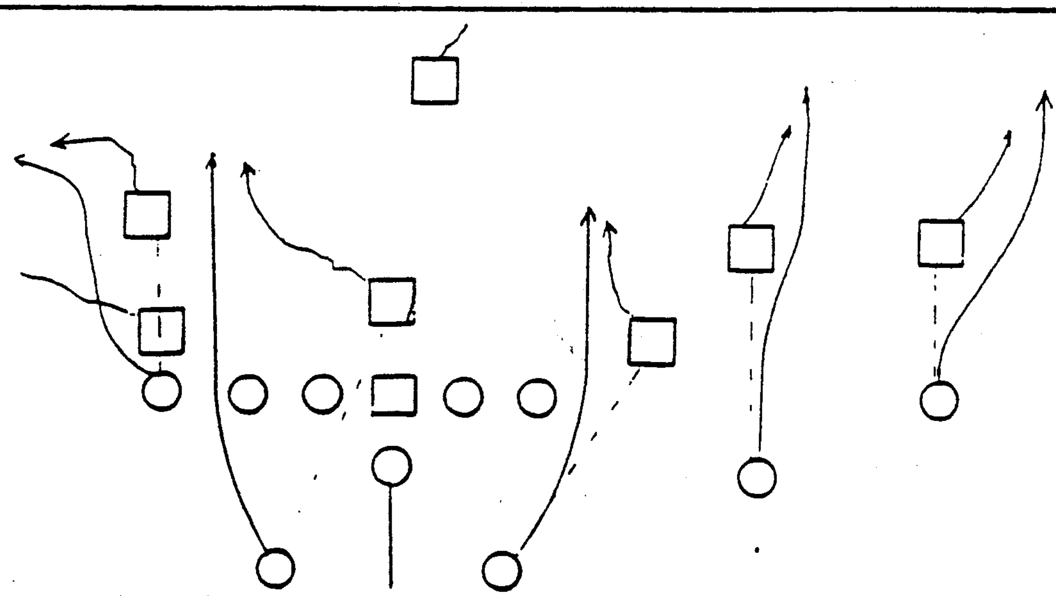
1. Corners - M-M on outside receiver.
2. Strong Safety - M-M on Y end. Will cover slot end tightly on drag.
3. Weak Safety - Free - in middle. Possibly favoring strong side.
4. W LB - key near back - if he releases to inside W Backer drop to weak hook.
5. B LB - M-M with near back regardless of release.
6. M LB - key near back if he releases inside W Backer - cover back M-M.

COVER 2 WANDA



WEAK FLOW ACTION

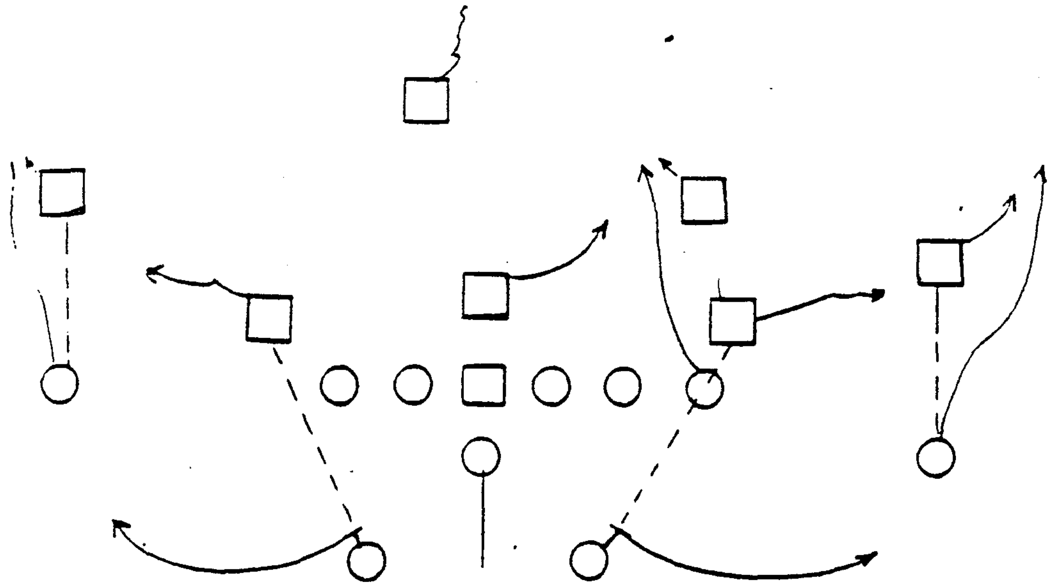
1. Wk Corner vs weak flow. May drop M-M coverage if end breaks to post. Weak-safety-corner zone deep inside-outside vs weak flow. Method will vary by opponent
2. Strong Safety - M-M on Y end. Will cover tightly from outside vs weak flow. Will cover slot drag aggressively.
3. Weak Safety - vs weak flow may work weak-inside-outside combination deep on end-H
4. W LB - vs weak flow. Works to weak hook - looking for end or HB - reacting up from outside-in on FB wide pattern.
5. B LB - key near back. Vs weak flow (away) collapse to inside in position to cove slot cross - HB curl - FB thru.
6. M LB - keys HB. Starts into coverage - as weak flow develops, M Backer will zone up to 10-15 yard depth.



SLOT FORMATION (CORNERS ON WIDE RECEIVERS-S. SAFETY ON Y)

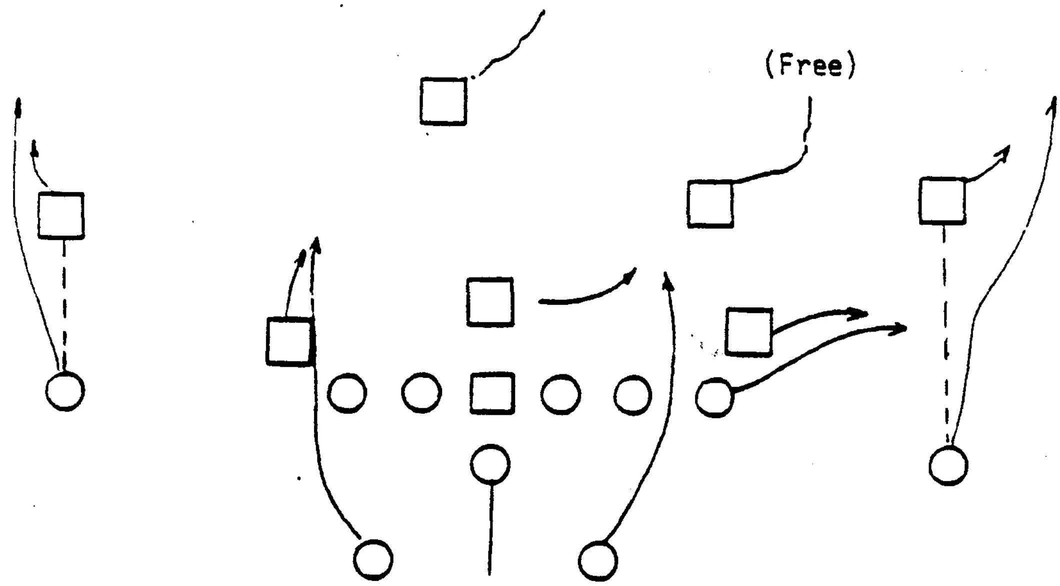
1. Corners - M-M on wide receivers. (Many teams will have them stay with wide receiver in switch formation.)
2. Strong Safety - M-M on Y end (switch). Will play slot well to outside (M Backer - W.S. help inside).
3. Weak Safety - Free - deep middle.
4. B Backer (on slot) - Key release of near back. Outside release - cover him M-M. Inside release - widens to take away out break by slot.
5. M Backer - Key weak side back. Inside release - cover him M-M. Outside release - moves to slot hook - walls off Y from crossing.

COVER 2 STEELER



BASIC 24-25 ACTION

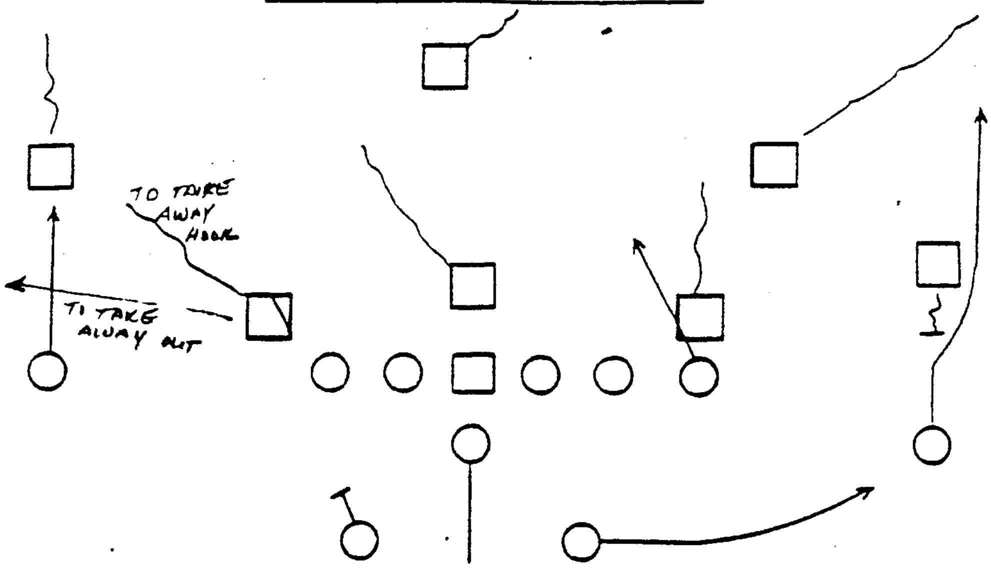
1. Corner - M-M (most often outside-in).
2. Strong Safety - M-M on "Y" (outside-in).
3. Weak Safety - Free - deep middle. (Possible emphasis to weak or strong side by formation.)
4. W Backer - HB to M (may inside-out or outside-in).
5. B Backer - Key release of FB. Outside release - cover FB M-M. (Cover tightly or thru strong hook zone.)
6. M Backer - Key release of FB. Outside release - move into slot hook zone. (Usually wall off crossing slot.)



BACKS INSIDE RELEASE ACTION

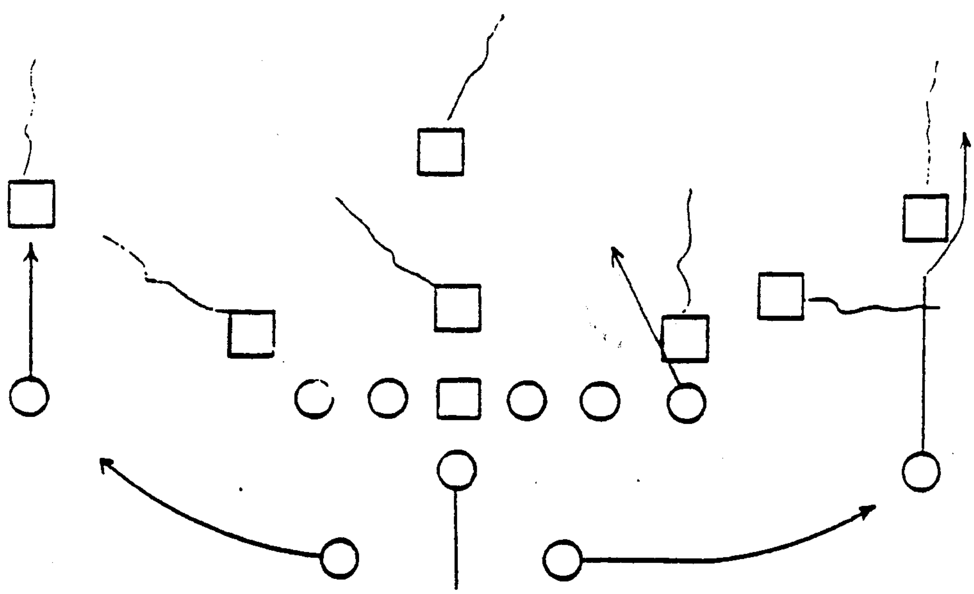
1. Corners - M-M (most often outside-in).
2. Strong Safety - M-M on "Y". Vs slot Drag - gives ground into strong hook. Aware of possible slot drag-up. (B Backer takes drag.)
3. Weak Safety - Free - deep middle.
4. W Backer - HB M-M.
5. B Backer - Key FB - inside release - work into strong hook area. Vs slot drag - cover slot M-M.
6. M Backer - Key FB - inside release - cover FB M-M from inside-out.

COVER 3 CLOUD-SKY-LIGHTNING



COVER 3 CLOUD

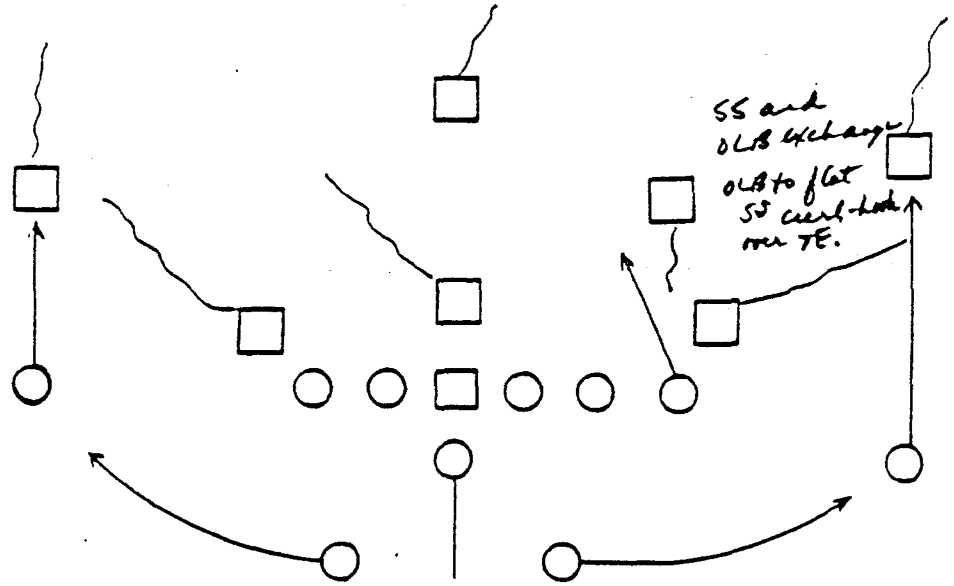
1. Weak side corner (backside or rotation) deep outside zone - usually outside-in.
2. Strong side corner - cloud action. Force receiver on inside release. (Hang-catch-charge tech) short outside zone.
3. Strong Safety - cloud action. Rotate to deep outside zone.
4. Weak Safety - deep middle zone.
5. W Linebacker - weak hook zone. (May drop wide to take away out-or drop inside for hook.)
6. B Linebacker - Y hook zone. (May be assigned to hold up Y.)
7. M Linebacker - tight hook zone. Angle of drop may vary.



COVER 3 SKY

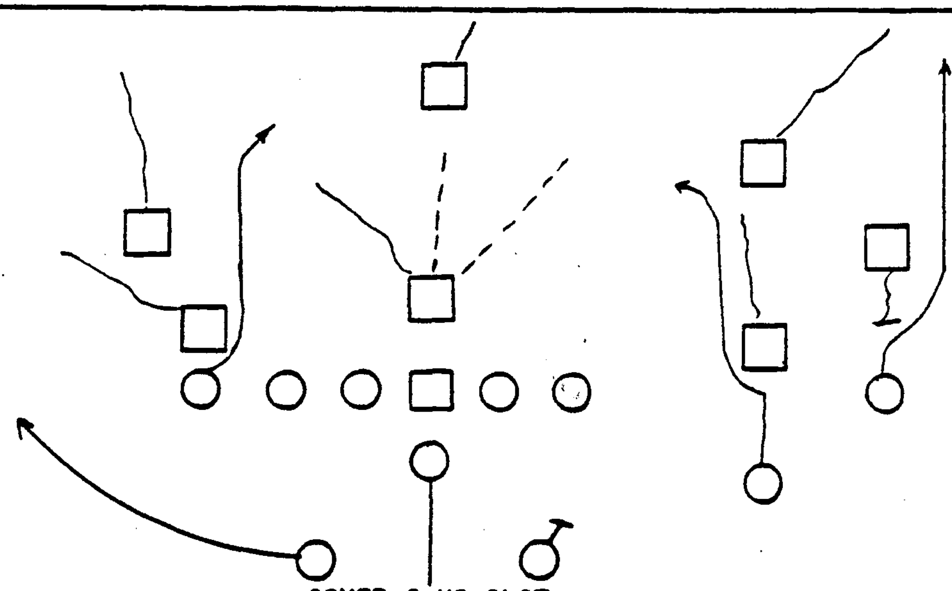
1. Weak Corner (backside of zone) - deep outside zone.
2. Strong side corner - deep outside zone. Usually outside-in.
3. Strong Safety - strong hook zone. Slides to outside as pass slows. (Width-depth of drop will vary according to opponent.)
4. Weak Safety - deep middle zone.
5. W Linebacker - Weak hook zone.
6. B Linebacker - Y hook zone.
7. M Linebacker - tight hook zone.

COVER 3 CLOUD-SKY-LIGHTNING



COVER 3 LIGHTNING

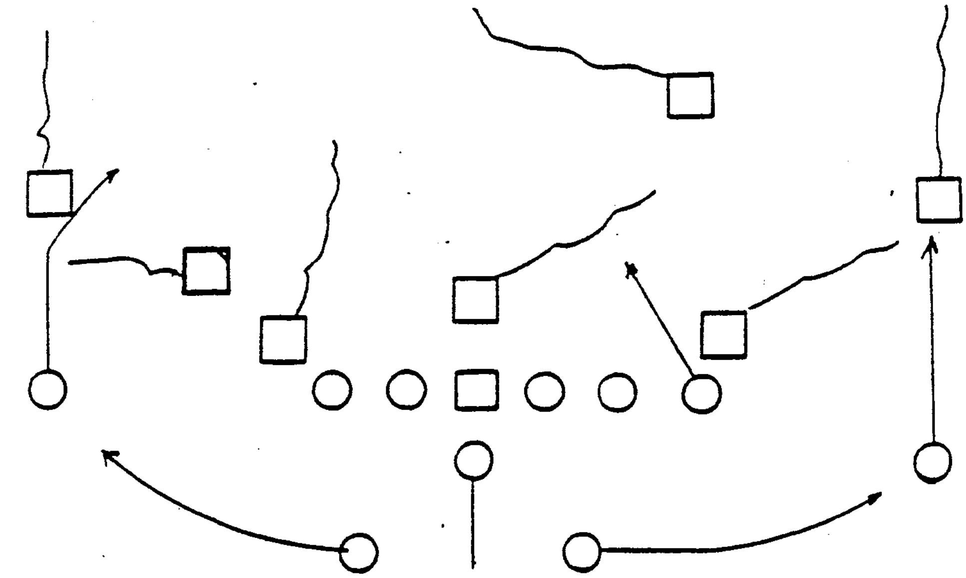
1. Weak corner (backside of zone) deep outside zone.
2. Strong corner - deep outside zone. Usually outside-in.
3. Strong Safety - Y hook zone. Usually head-up on slot. Will hit slot as he releases - then zone area.
4. Weak safety - deep middle zone.
5. W Linebacker - weak hook zone.
6. B Linebacker - strong hook zone (usually takes away the hook).
7. M Linebacker - tight hook zone.



COVER 3 VS SLOT

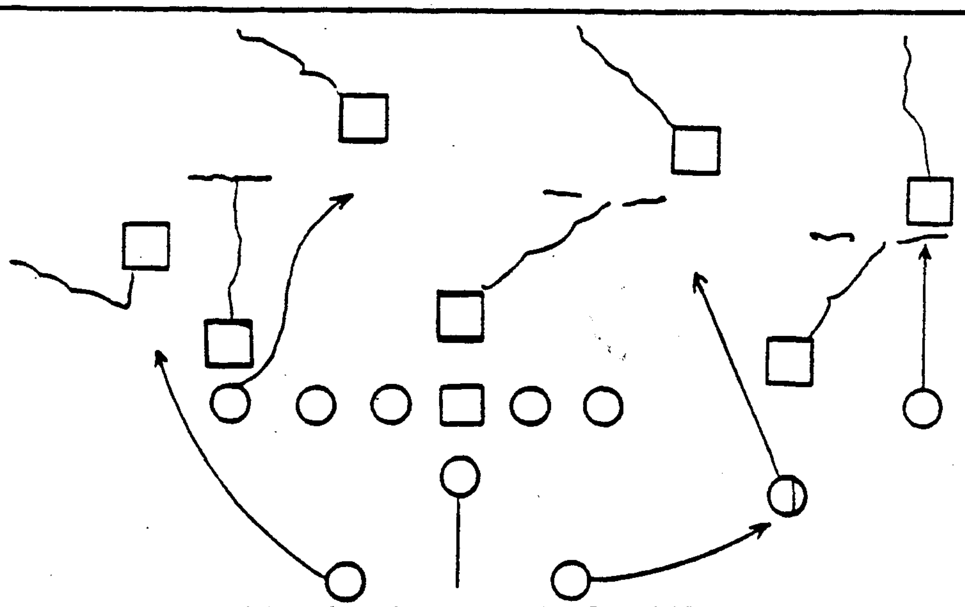
1. Weak corner (slot side) deep outside zone.
2. Strong corner - Cloud action - possible sky.
3. Strong Safety - Cloud or Sky action.
4. Weak Safety - deep middle.
5. W Backer (E side) positioned on E Man - E Hook area. (May be assigned to hol up E Man.)
6. B Linebacker (TE side) - outside drop take away the Y out - screen - wide flare.
7. M Linebacker - responsibilities will vary according to opponent, tight hook (over Y) - Mary - Double (strong side drop in to E hook pushing W Backer into strong hook).

COVER 4 CLOUD-LIGHTNING-SKY



COVER 4 SKY

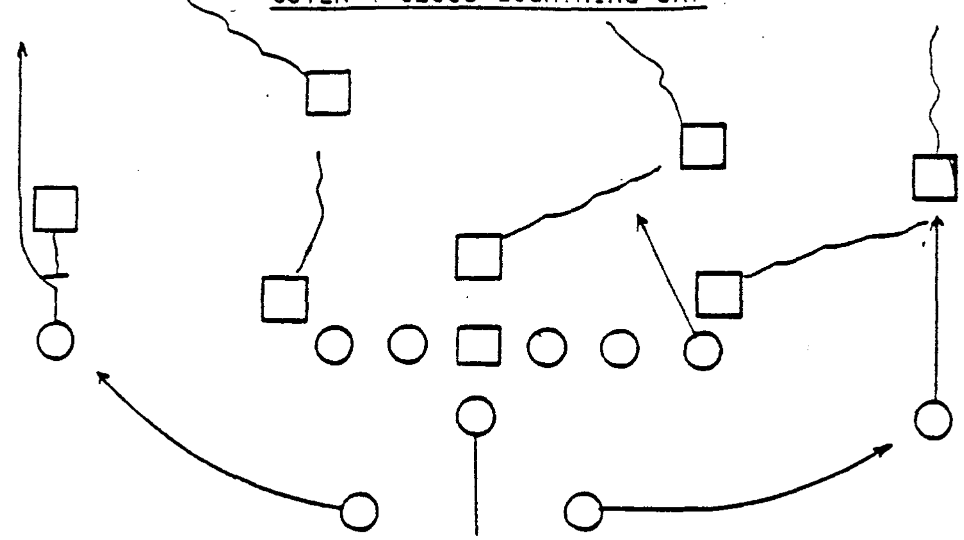
1. Weak Corner - deep outside zone - outside-in.
2. Strong Corner - deep outside zone - usually outside-in.
3. Strong Safety - deep middle zone.
4. Weak Safety - Weak hook zone. This coverage often develops off a cover 1 - blitz look.
5. W Linebacker - tight hook zone.
6. B Linebacker - strong hook zone.
7. M Linebacker - Y hook zone.



COVER 4 CLOUD VS SLOT FORMATION

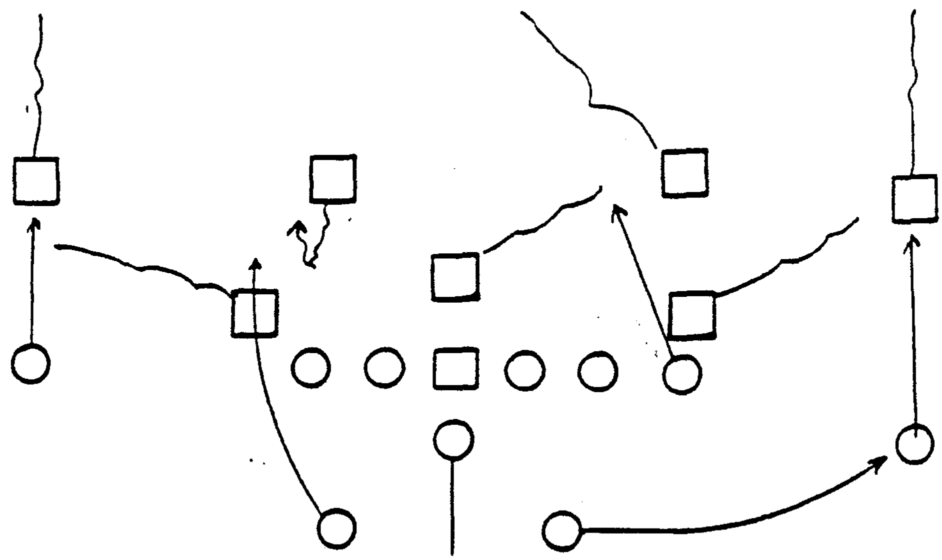
1. Weak Corner - Cloud Action. Zone responsibility for short outside zone.
2. Strong Corner - (Back side of zone) - deep outside zone - from outside-in.
3. Strong Safety - deep middle zone.
4. Weak Safety - cloud rotation to weak side responsible for deep outside zone, if threatened.
5. B Linebacker - tight hook zone. (Often assigned to hold up slot end.)
6. W Linebacker - Strong hook zone. Positioned over Y. (Often assigned to hold him up before dropping into zone.)
7. M Linebacker - E Hook zone - Often assigned to wall off E Man.

COVER 4 CLOUD-LIGHTNING-SKY



COVER 4 CLOUD

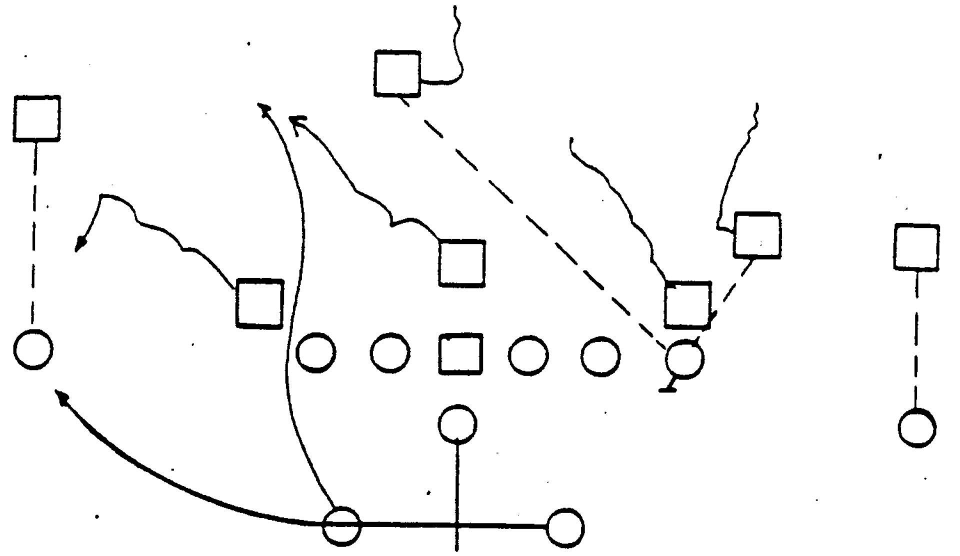
1. Weak Corner - Could action (hang-catch-charge). Force receiver to release inside then cover short outside zone from outside-in.
2. Strong Corner (Backside of zone) deep outside zone - from outside-in.
3. Strong Safety - deep middle zone. Usually starting from a deepened - more head-up position on slot.
4. Weak Safety - Cloud rotation to weak side. Responsible for deep - outside zone.
5. W Linebacker -tight hook zone.
6. B Linebacker - Strong hook - then wide flare. (May be assigned to take away out.)
7. M Linebacker - Y hook zone. Wall off Y - may continue to widen.



COVER 4 LIGHTNING

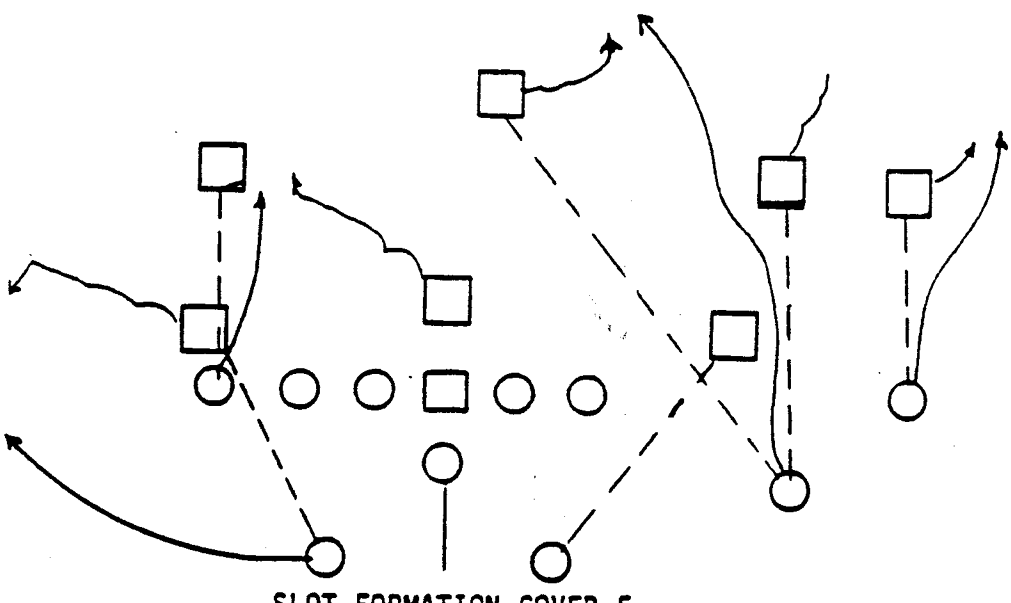
1. Weak Corner - Deep outside zone - outside-in.
2. Strong Corner - deep outside zone - usually outside-in.
3. Strong Safety - deep middle zone.
4. Weak Safety - tight hook zone. (Usually this coverage develops off a weak safety blitz look.)
5. W Linebacker - weak hook zone. (May be assigned to take away the out pattern.)
6. B Linebacker - strong hook zone.
7. M Linebacker - Y hook zone.

COVER 5 MAN-STRAIGHT



COVER 5-WEAK FLOW

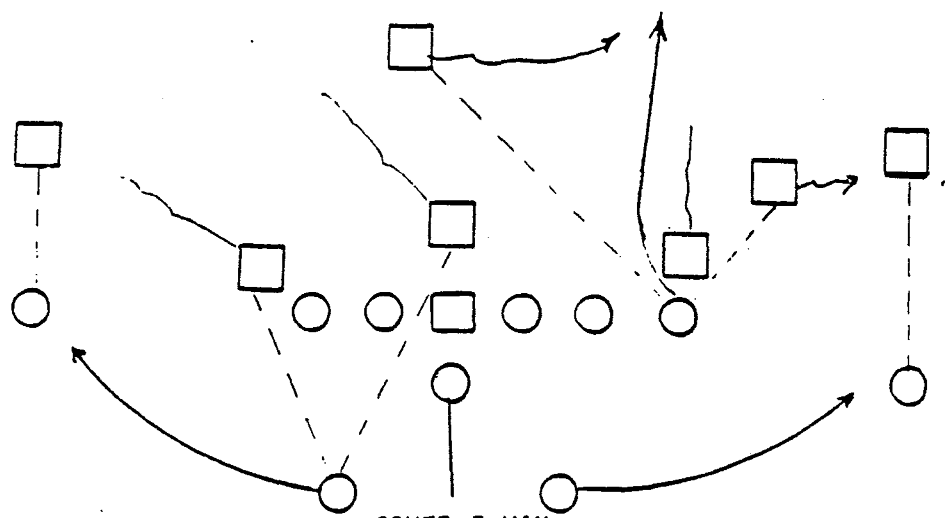
1. Corners - basic Cover 5 M-M.
2. Strong Safety - FB releases weak - revert to cover 2 M-M on Y.
3. Weak Safety - FB releases Weak - Free up - aware of flkr post - HB.
4. W Backer - Basic Wanda coverage. React up on FB wide flare.
5. B Backer - FB flows weak. Tough on Y end - collapse to inside for Y cross - FB thru (often F will go thru with FB weak).
6. M Backer - Key release of HB. Inside release M-M.
7. Contain teams Remain in Coverage 5 vs weak flow. Weak - strong safety on Y - B Backer thru on FB.



SLOT FORMATION COVER 5

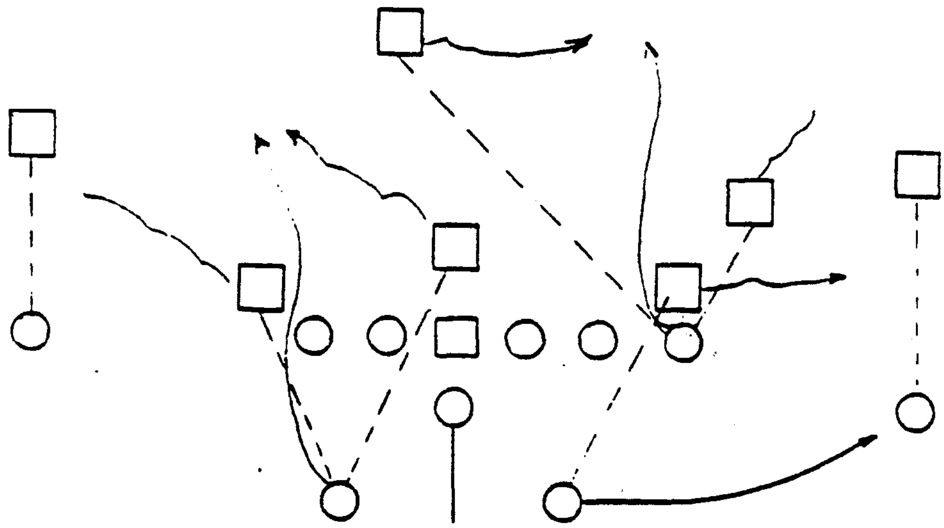
1. Corners - M-M on receiver their side. Corner on Y side play more head up - protect inside.
2. Strong Safety - Read release and course of E Man release. Take outside break. Inside break - strong hook.
3. Weak Safety - Read release and course of E man. Cover inside break. Outside break free up.
4. W Backer - (open side) - M-M on near back. Cover all over field.
5. B Backer - (TE side) - Read release of near back. Outside release - cover M-M. Inside release drop outside - look for Y out.
6. M Backer - Read release of near back. Inside release cover M-M. Outside release tight hook - wall off Y

COVER 5 MAN-STRAIGHT



COVER 5 MAN

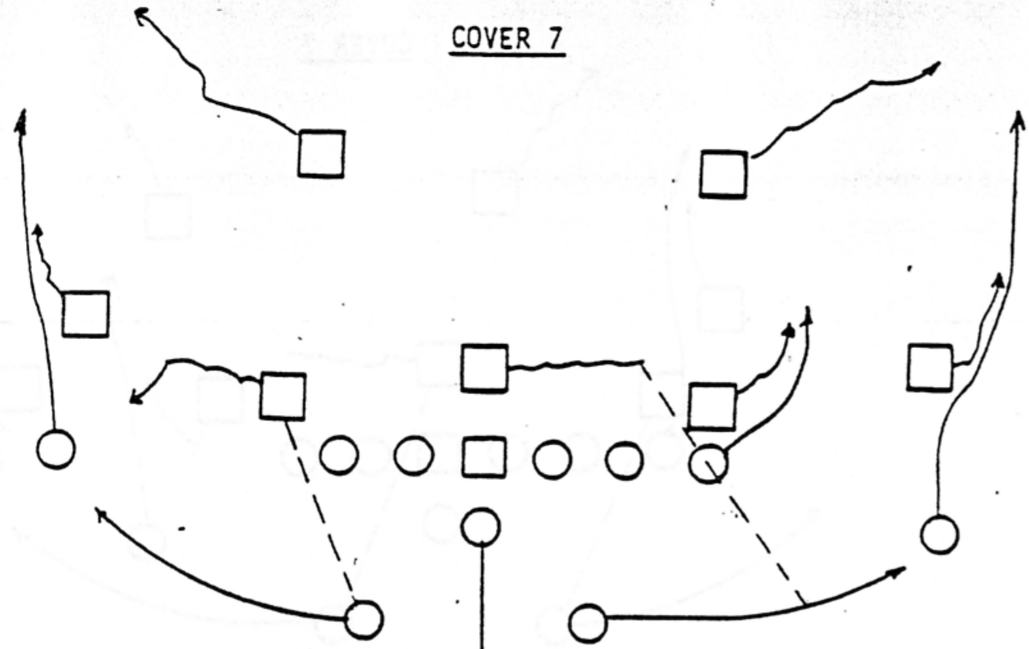
1. Wk Corner - M-M on wide receiver inside-out tech.
2. Strong Corner - M-M on wide receiver outside-in tech.
3. Strong Safety - Key release of Y end - FB. Cover the receiver releasing to outside. If none strong hook.
4. Weak Safety - Key release of Y end - FB. Cover the receiver releasing to inside. Must be aware of FB release (strong-weak).
5. B Linebacker - Control Y end - drop to Y hook area. Must be aware of FB release (strong, weak). Alert for double outside release - delays, etc.
6. W Linebacker - Key HB release wide - cover him. Close-drop to weak hook.
7. M Linebacker - Key HB release wide - drop to tight hook. Close-cover HB M-M all over field.



COVER 5 STRAIGHT

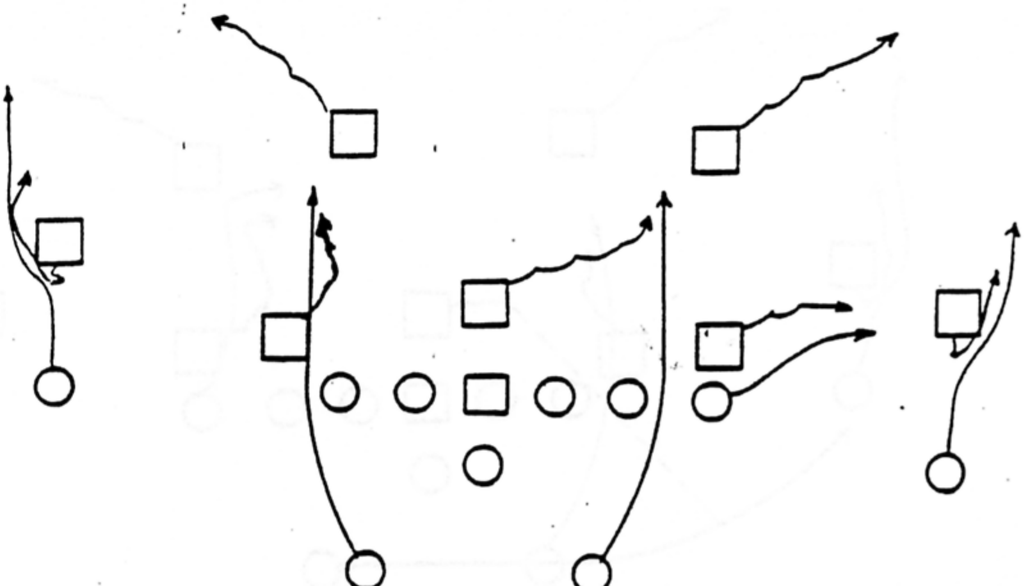
1. Weak Corner - M-M on outside receiver. Inside-out technique.
2. Strong Corner - M-M on outside receiver. Outside-in technique.
3. Strong Safety - Key release of Y end. Inside release - drop to strong hook. Outside release cover Y M-M.
4. Weak Safety - Key release of Y end. Inside release - cover him tightly. Outside release free up - looking for FB-HB.
5. W Linebacker - Basic Wanda Coverage.
6. B Linebacker - M-M on FB vs any release Y side. No release - Y hook (often thru with FB weak).
7. M Backer - Key release of HB. Close M-M. Wide release - tight hook zone.

COVER 7



VS 24 ACTION

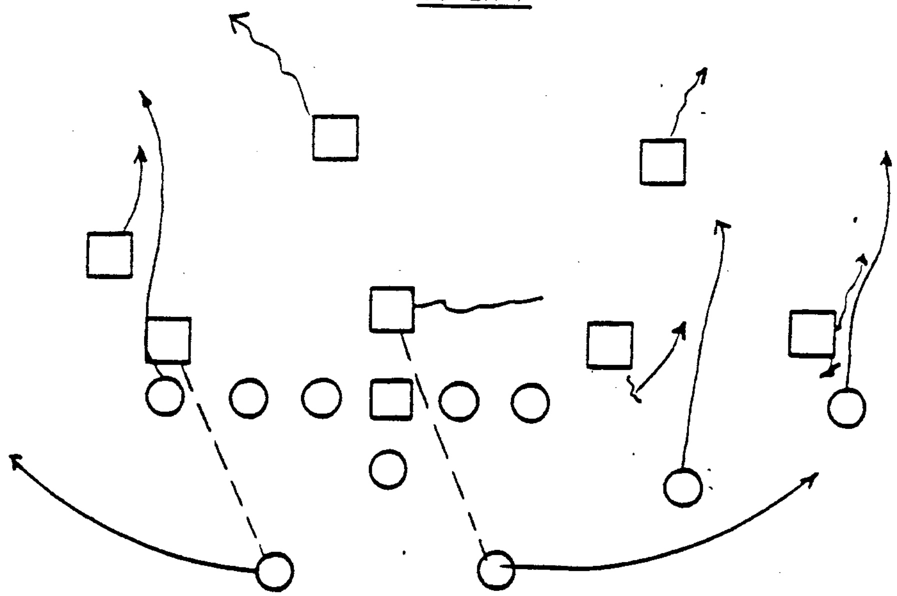
1. Man under - zone deep.
2. 2 deep zone safeties.
3. Corners cloud - catch. M-M on wide receivers.
4. B is M-M on Y end.
5. M is M-M on FB (strong).
6. W is M-M on HB (weak).



VS INSIDE RELEASE OF BACKS

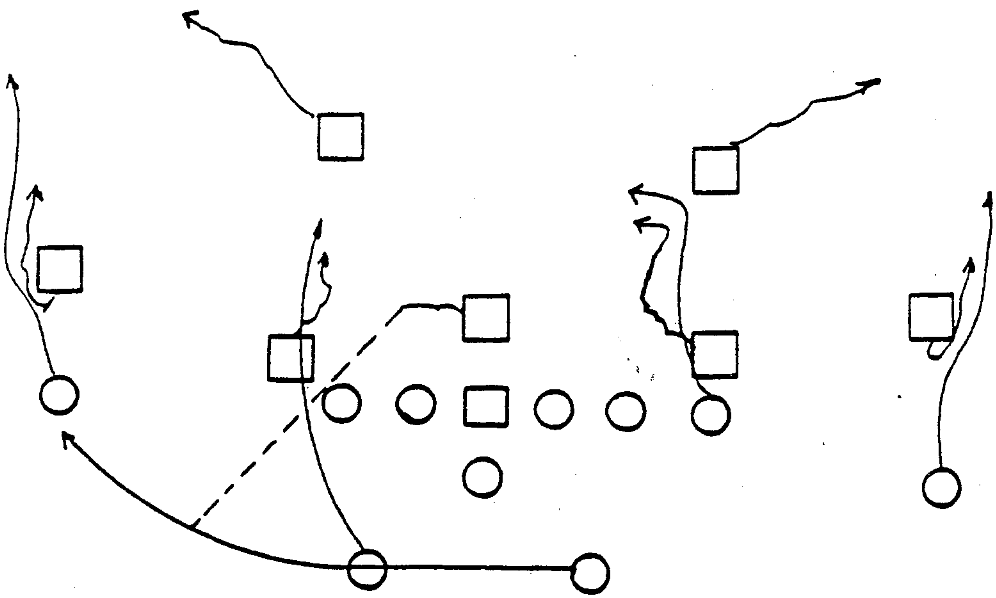
1. M and B inside - outside on Y and strong back.
2. Corners may bump and run all over the field. Inside technique usually used.

COVER 7



VS SLOT FORMATION

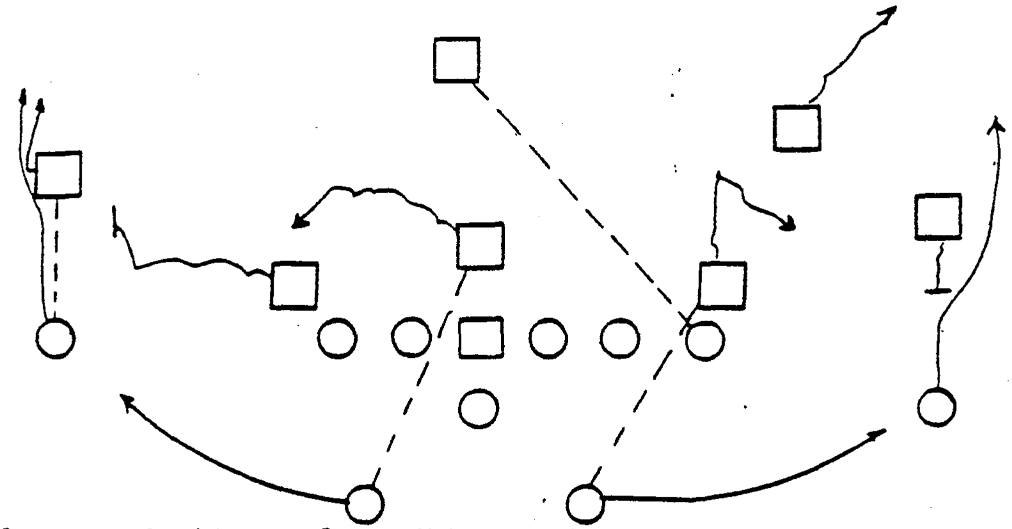
1. Bump and run on wide receivers.
2. W Backer has slot man M-M.
3. M has 1st back out to slot side M-M.
4. B Backer has 1st back out to TE side.



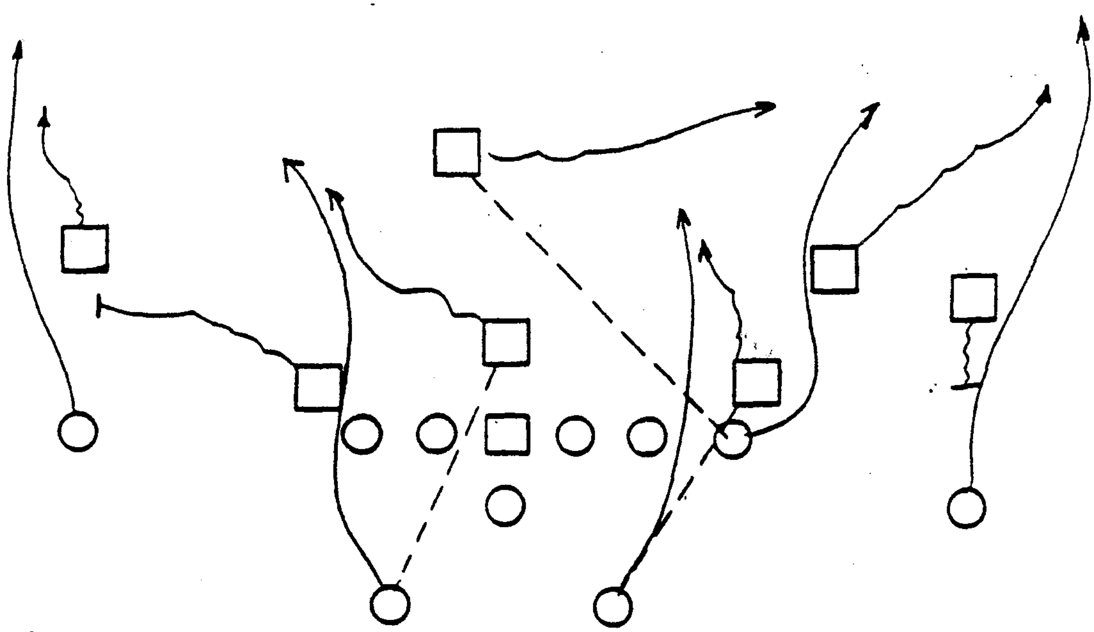
VS WEAK FLOW

M Backer Key FB - cover M-M. May switch with W on HB.

COVER 8

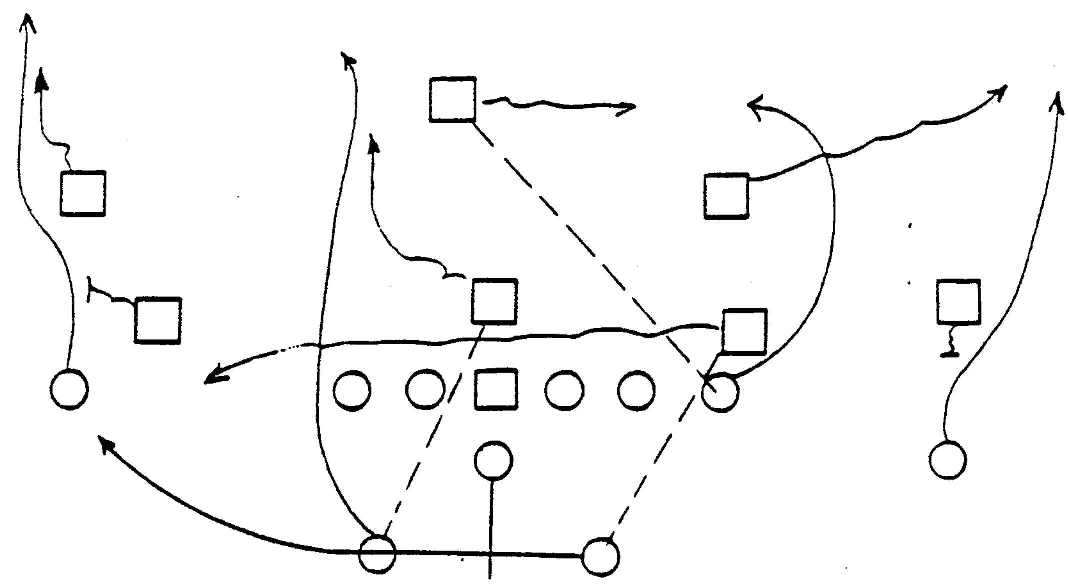


1. Weak Corner - inside-out loose M-M on end.
2. Strong Corner - Cloud Action. Zone short - force flanker release inside.
3. Strong Safety - Cloud Action - rotation outside. Cover flanker deep.
4. Weak Safety - Cover Y end M-M from inside-out.
5. W Linebacker (most often loosened) wall off end to 10 yard depth - then zone weak hook.
6. B Linebacker - Key FB. Control Y end - cover FB M-M close - screen - or M Pattern Y hook.
7. M Linebacker - M-M on HB. If HB flares wide drop to tight hook.



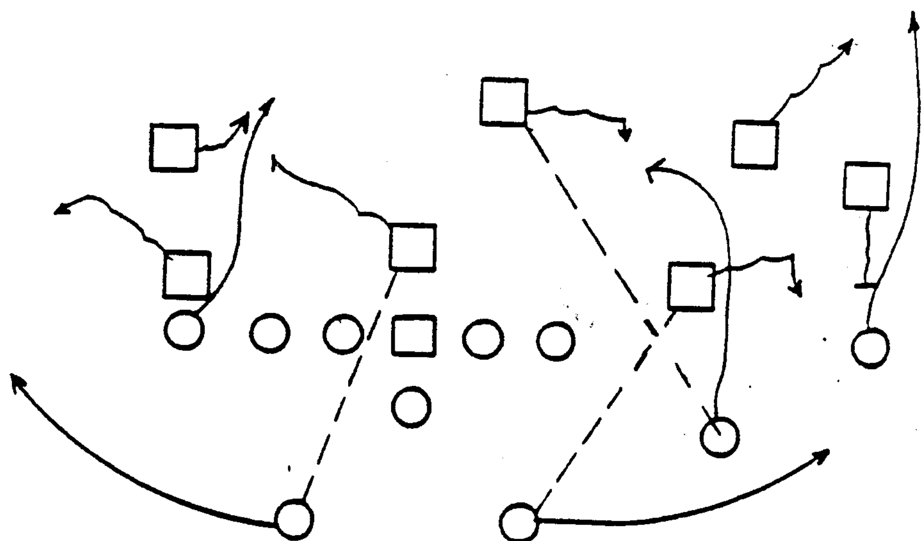
1. Weak Corner - if end not threat deep - look inside for HB deep.
2. Strong Corner - Cloud Action - responsible for wide flare or Y drag.
3. Weak Safety - Cover Y end unless in runs drag - then free up in middle.
4. W Backer - zone weak hook.
5. B Backer - must take FB close.
6. M Backer - Hook - M - Close flare by HB must be covered.

COVER 8



WEAK FLOW ACTION

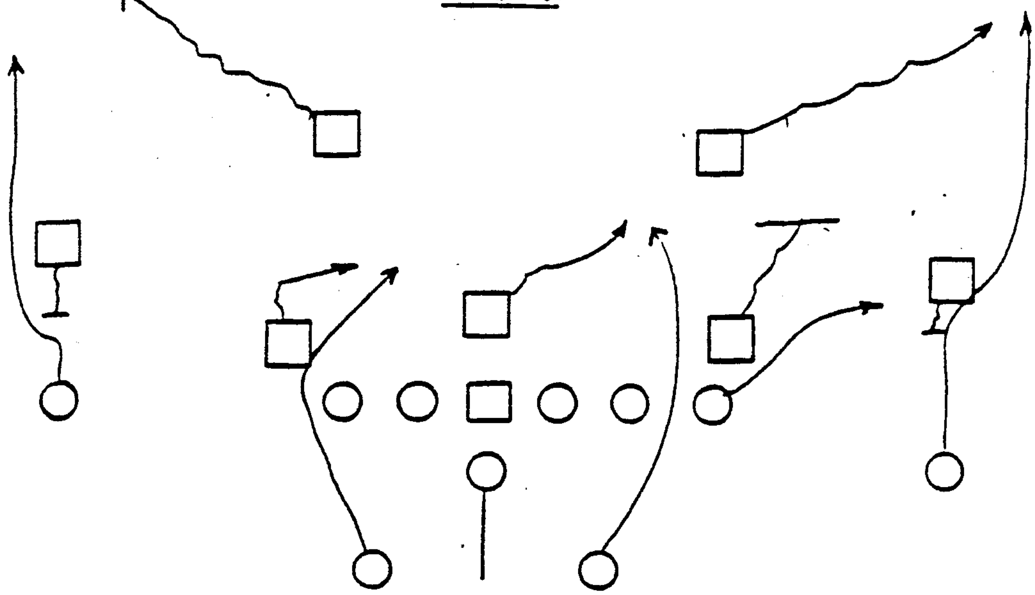
1. Basic responsibilities constant.
2. B Backer runs thru with FB.



SLOT FORMATIONS

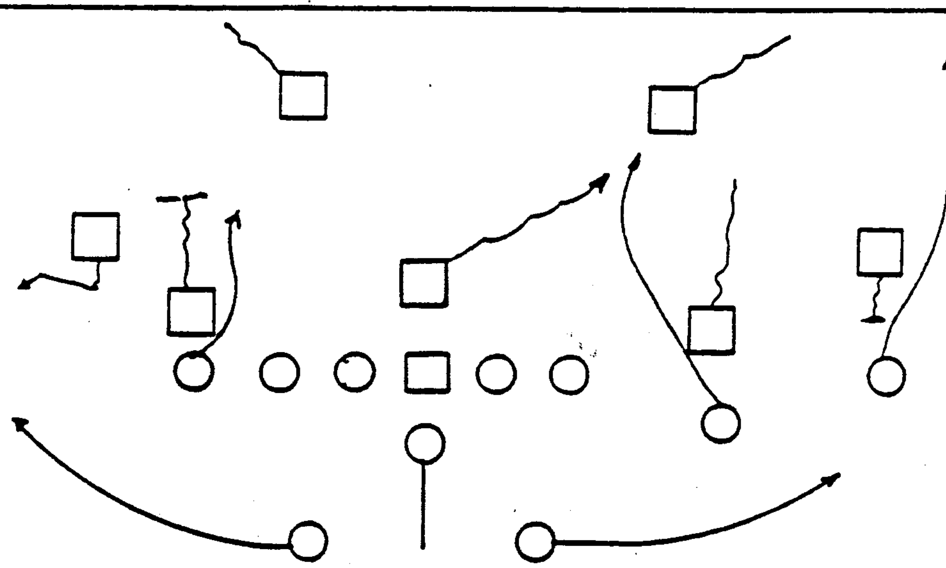
1. Weak corner - head up M-M on Y.
2. Strong Corner - Cloud Action.
3. Strong Safety - Cloud rotation be aware of E Corner.
4. Weak Safety - M-M on E man from inside-out.
5. W Backer - M-M on near back unless he swings wide - then E hook zone.
6. B Backer - control Y - cover near back wide.
7. M Backer - key weak back. Cover M-M on close flare vs outside release - tight hook zone - wall off Y.

COVER 9



BACKS CLOSE RELEASE ACTION

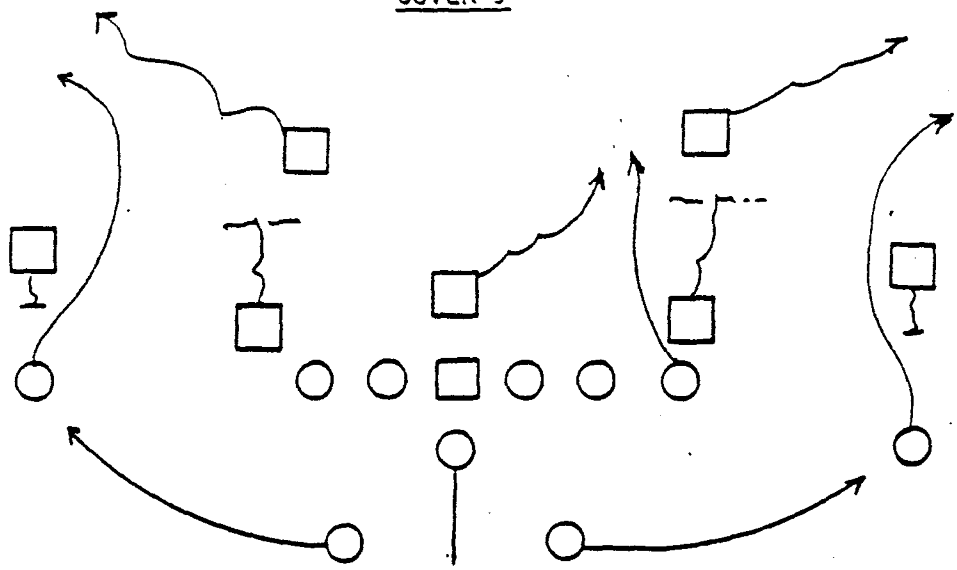
1. Corners - Cloud action.
2. Strong Safety - Cloud rotation.
3. Weak Safety - Cloud rotation.
4. B Linebacker - widened Y hook zone. If Y release outside - force him wide - into S Safety and Corner.
5. W Linebacker - Key HB. Responsible for curl or close flare. If FB releases strong W Backer cannot let HB inside clean. Must hold up or cover him.
6. M Linebacker - key FB release. Inside release - cover FB M-M.



VS SLOT FORMATION

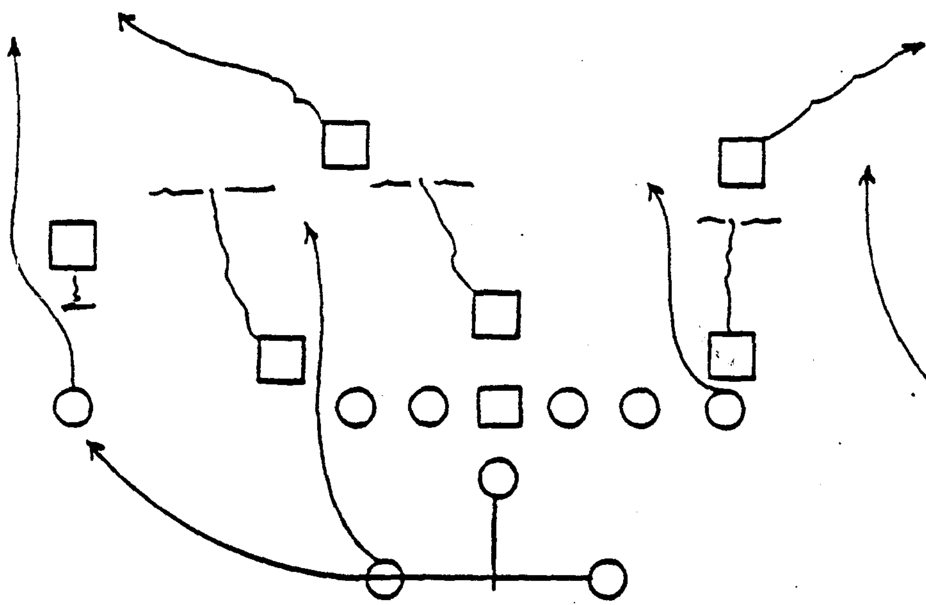
1. Weak Corner (TE side) - Cloud rotation zone short outside. Operate with as much depth as possible.
2. Strong Corner - Cloud Action - must force wide receiver inside.
3. Strong Safety - Cloud rotation - must be able to react to both end and E man deep.
4. Weak Safety - Responsible for deep one half of field. Do not rotate outside unless slot is getting behind rotating corner. Favor strong side as much as possible.
5. W Linebacker (on E Man) E man must be forced off course. Cover Y hook. Vs weak flow - cover E man.
6. B Linebacker (on Y) hold up Y. tight hook zone. Cover close flare.
7. M Linebacker - key strong back. Close flare cover him. Wide flare - take E man inside-out.

COVER 9



BASIC RESPONSIBILITIES

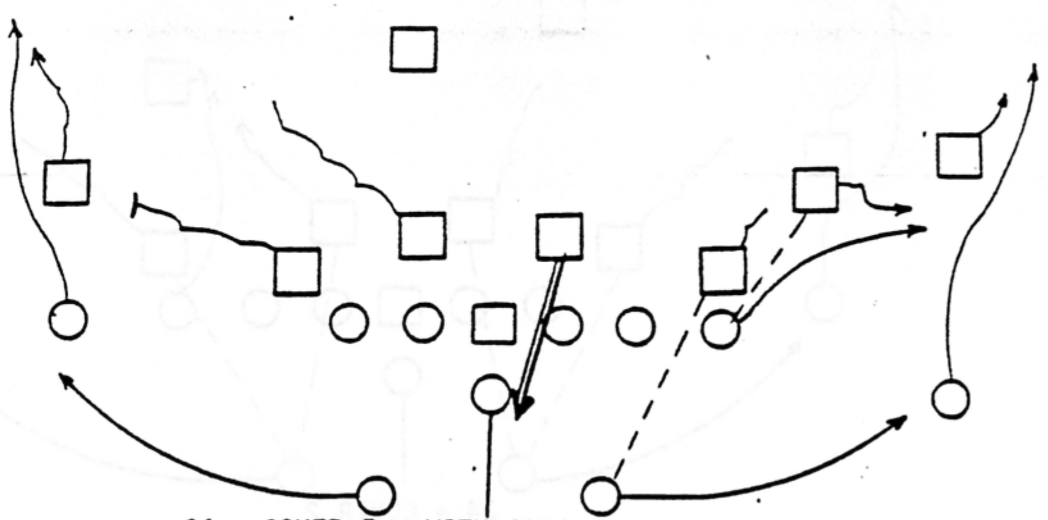
1. Corners - Cloud Action. Must force inside release. Zone short outside.
2. Strong Safety - Cloud rotation. Be aware of flanker. Must cover him deep. If not zone deep one half of field.
3. Weak Safety - Cloud rotation. Be aware of end. Must cover him deep. If not - zone deep one half of field.
4. B Linebacker - Key FB - wide flare - drop to a widened Y hook zone.
5. W Linebacker - Key HB - wide flare - drop to tight hook zone.
6. M Linebacker - Key FB - Y end release. If FB releases outside or 90 prot. look to cover Y M-M on inside release.



WEAK FLOW ACTION

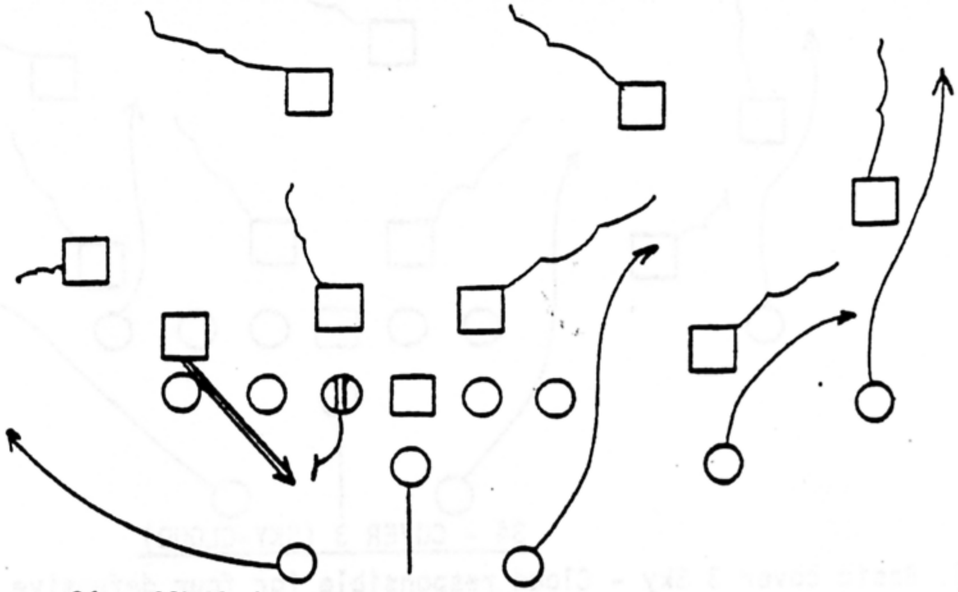
1. Corners - Cloud action.
2. Strong Safety - Cloud rotation.
3. Weak Safety - Cloud rotation.
4. B Linebacker - Key FB - weak flow - cover Y end M-M.
5. W Linebacker - Key HB - tight hook zone. May be assigned to hold up HB - then zone.
6. M Linebacker - Key FB. Weak flow - drop weak - into tight hook zone. Can't allow HB to cross. Be aware of FB thru or close.

OKLAHOMA FRONT (34)
ANY COMBINATION OF LINEBACKERS - DEF. BACKS



34 - COVER 5 - WITH STRONG M OR B BLITZ

1. Basic Cover 5 rules for all defensive backs (Man or straight).
2. W Backer and Weak M Backer utilize Weak side Cover 5 read on HB.
3. Strong M Backer or F Backer will blitz with other in coverage on FB. (Both could blitz with Cover 5 Man).

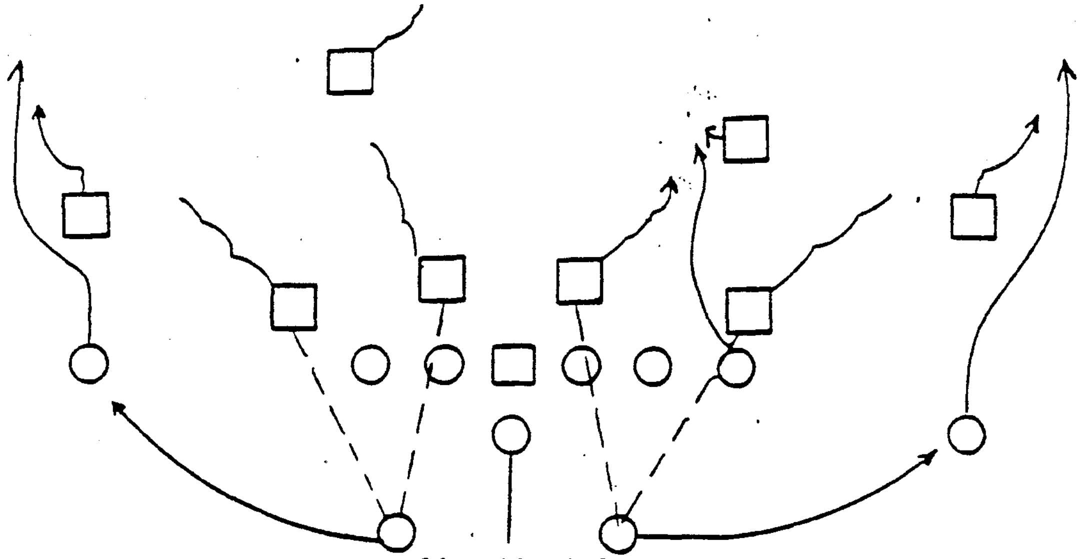


34 - COVER 4 - WITH SINGLE BACKER BLITZ

1. Basic Cover 4 cloud rules for all four defensive backs.
2. Single backer blitz to side of Cloud action. (Weak M - or outside backer.)
3. Other backers drop to basic cover 4 zones.

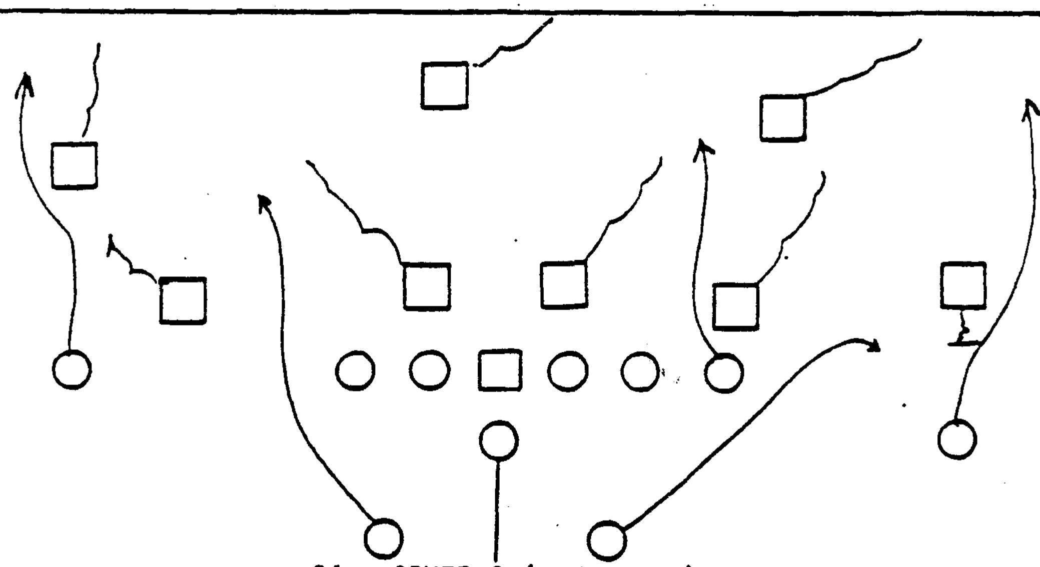
OKLAHOMA FRONT (34)

ANY COMBINATION OF LINEBACKERS - DEF. BACKS



34 - COVER 2

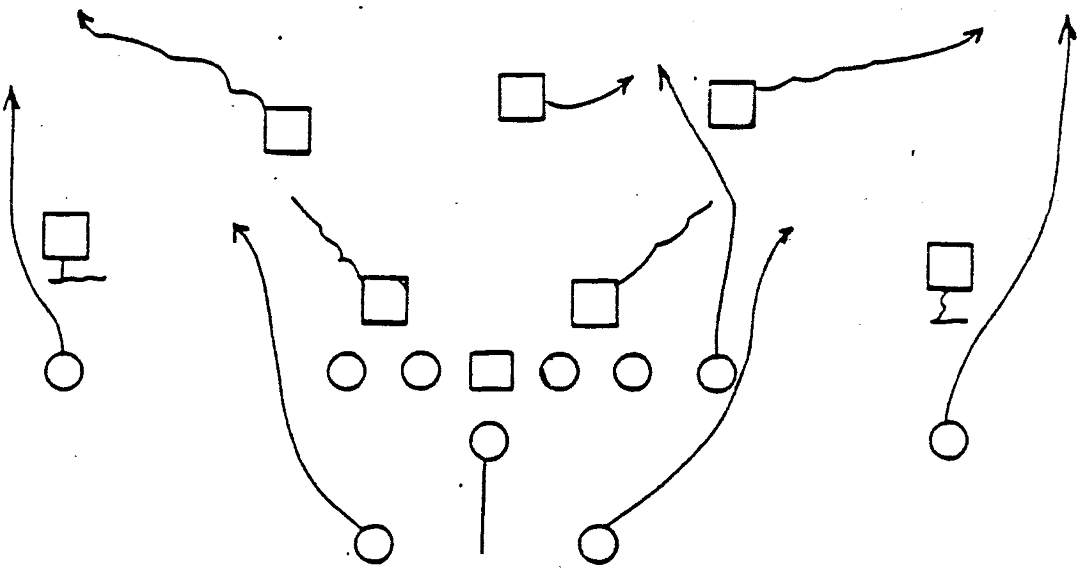
1. Basic cover responsible for all four defensive backs.
2. W Backer and Weak M Backer - read release of HB.
3. B Backer and Strong M Backer - read release of FB. (F Backer has been assigned Y M-M.)
4. Vs weak flow - 1) may zone off without adjustment, 2) may run M backer thru on FB - with F Backer collapsing inside.
5. Any combination of single blitz (backers) can be utilized with basic cover 2 coverage.



34 - COVER 3 (SKY-CLOUD)

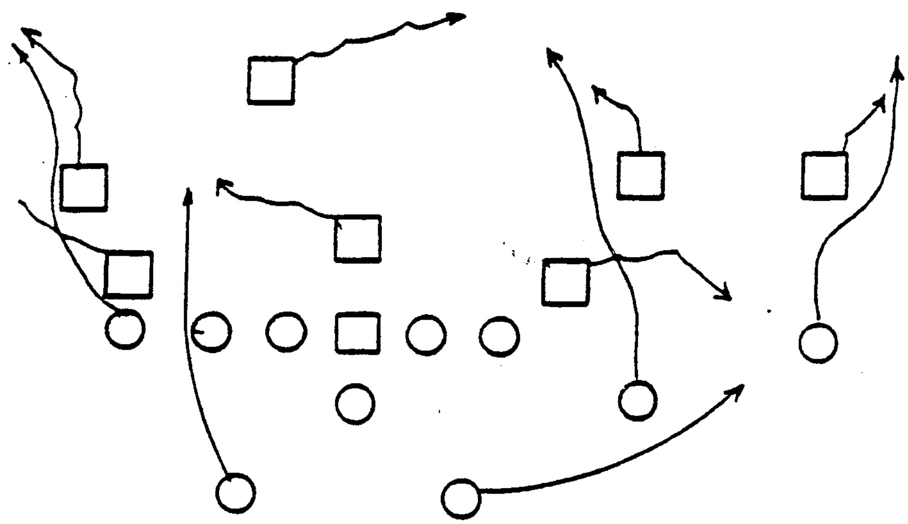
1. Basic cover 3 Sky - Cloud responsible for four defensive backs. The strong side short zone Man (Sky-Cloud) is often responsible for out breaks because of help to his inside.
2. W Backer (Sub. corner) may work M-M short on end.
3. Weak M Backer - widened tight hook.
4. Strong M Backer - slot hook.
5. B Linebacker - strong hook. May be assigned to hold up Y.
6. Basic Cover 3 can be utilized in conjunction with a single backer (M's - F) blitz.

42 DEFENSE (NICKLE)
(FOUR LINEMEN - TWO BACKERS - FIVE DEF. BACKS)



42 - COVER 9 ZONE

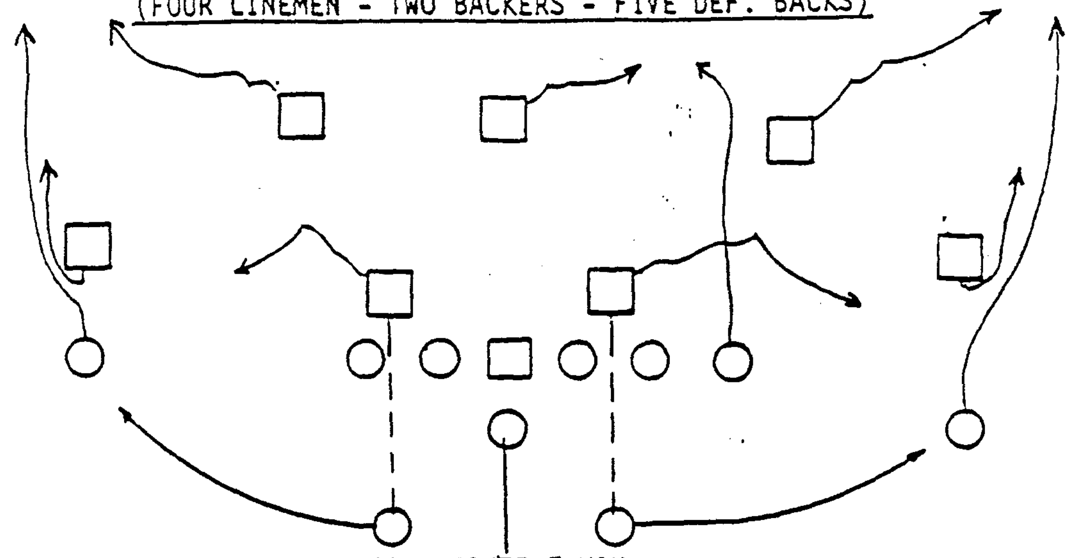
1. Corners - Cloud action.
2. Safeties - Cloud rotation - one half of field.
3. Middle Safety - zone middle 10-20 yards deep.
4. W-B linebackers - widen into hook zones. Must be alert for Y - HB hook.



42 - COVER 5 VS SLOT FORMATION

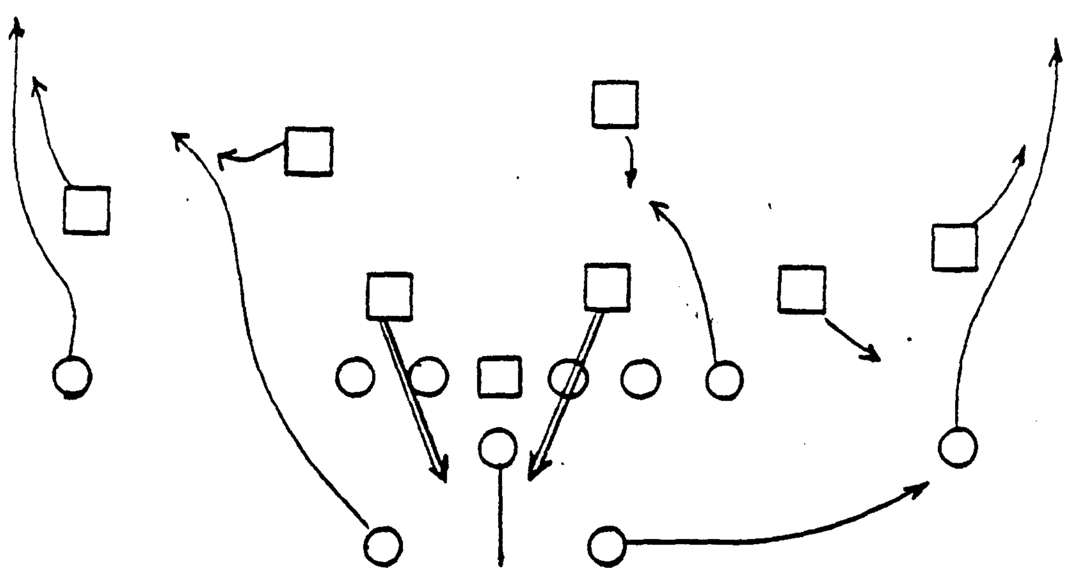
1. Corners - M-M with outside-in technique.
2. Strong Safety and Middle Safety. Inside-outside combination on E Man.
3. Weak Safety - Free - in middle (alert to backs - Y).
4. W-B Linebackers - back your side M-M.

42 DEFENSE (NICKLE)
(FOUR LINEMEN - TWO BACKERS - FIVE DEF. BACKS)



42 - COVER 7 MAN

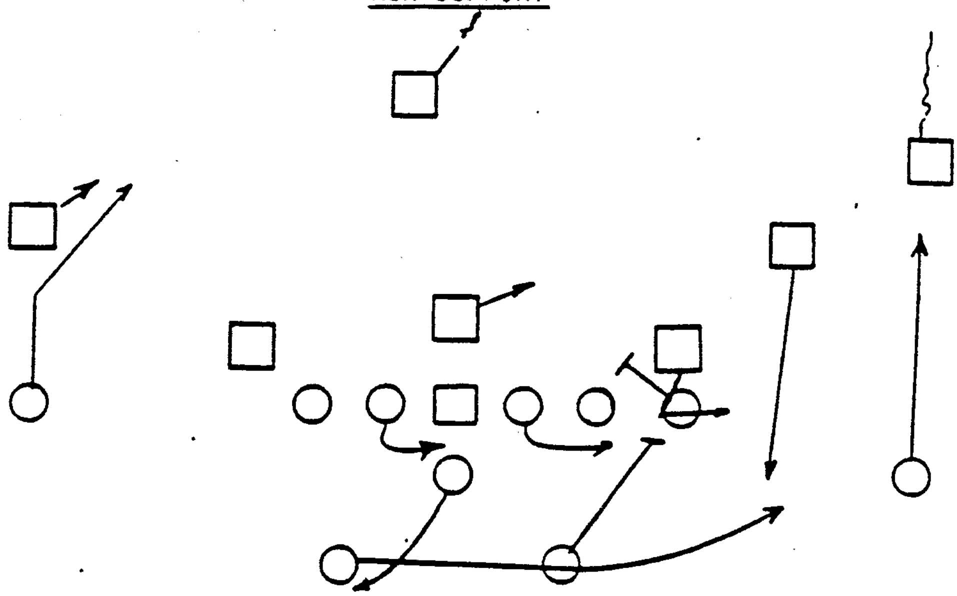
1. Corners - 1) Cloud action - force receivers inside - cover them short - zone short. 2) work combination inside - outside with safeties.
2. Safeties - 1) Cloud action - zone deep one half of field. Cover wide receiver M-M deep. 2) May work inside-outside combination with corner.
3. Middle Safety - Y end M-M.
4. W-B Linebackers - back your side M-M. If he pass prot. zone Y - tight hook. If he swings wide - check corner coverage on him.



42 - DOUBLE DOG - COVER 5

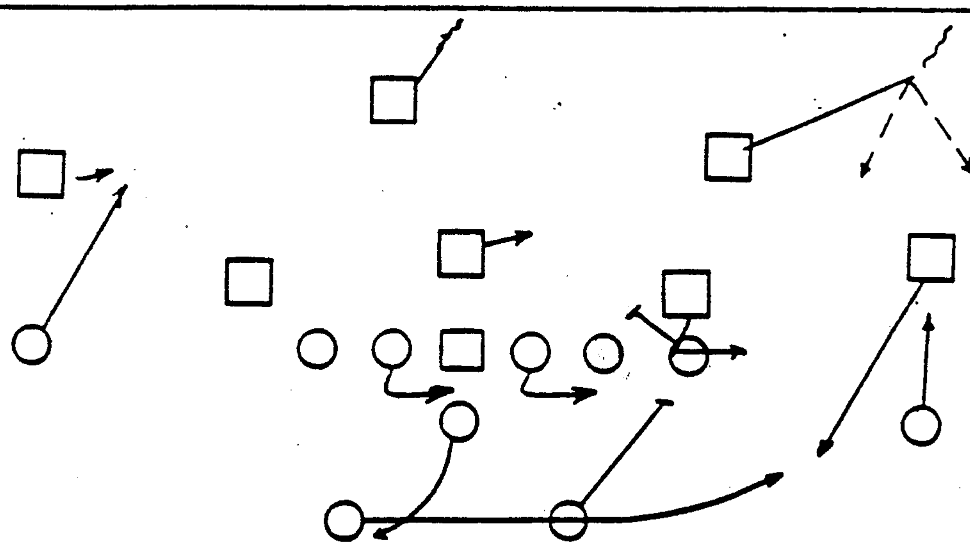
1. Corners - M-M.
2. Weak Safety - M-M on HB.
3. Strong Safety and Middle Safety - read release of slot and FB. No release - zone off.
4. W-B Linebackers - blitz. Defensive end man be called to take second back weak side

RUN SUPPORT



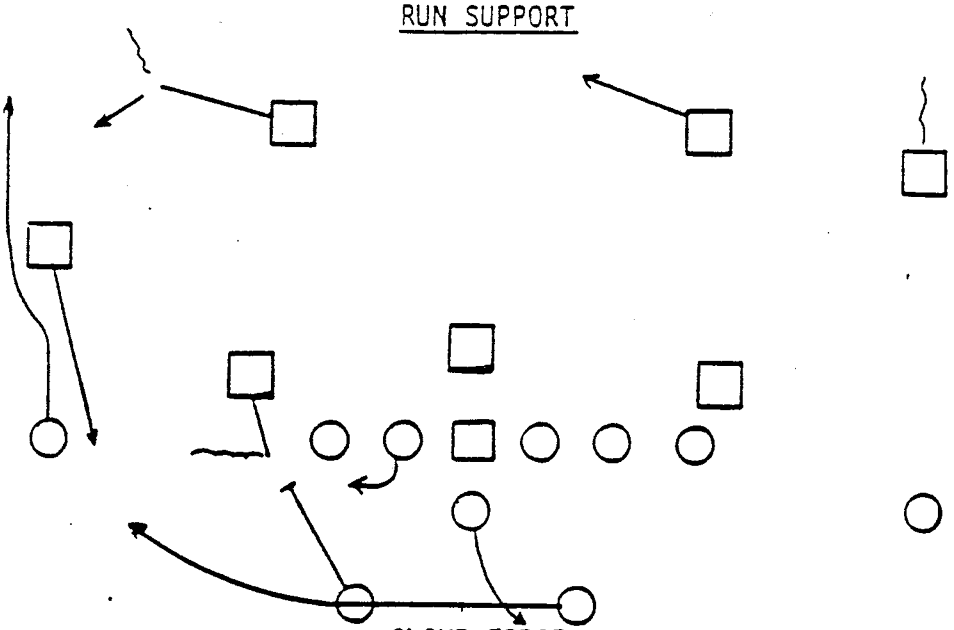
SKY SUPPORT

1. Strong Safety forces.
2. Corner responsible for deep outside - run pass - play or action pass.
3. If flanker blocks down on Strong Safety - corner supports from outside-in.
4. B Linebacker reacts inside-out.
5. Basic keys can be one or all of the following:
   1) Far back
   2) Y end blocking
   3) Pulling lineman



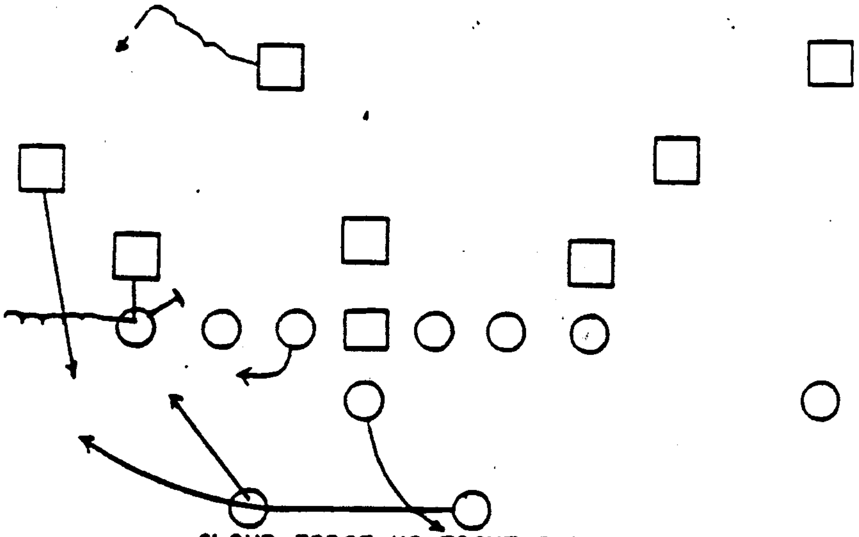
CLOUD SUPPORT

1. Corner forces from outside.
2. Strong Safety responsible for deep outside - run pass - action or play pass.
3. B linebacker support from inside-out.
4. Basic reads can be one or all of the following:
   1) Far back
   2) Slot end blocking
   3) Pulling lineman
5. Strong Safety will support inside or outside corner when pass possibility is eliminated.



CLOUD FORCE

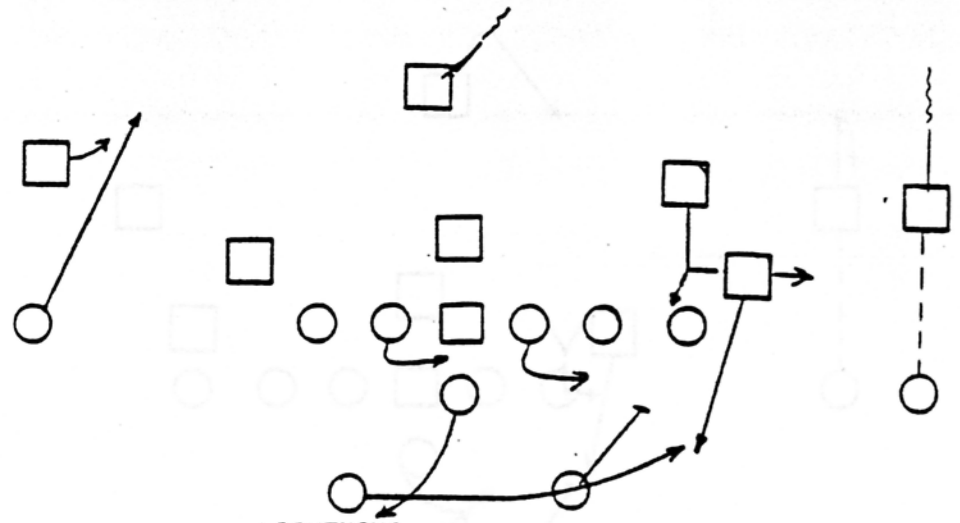
1. Utilized in connection with rotating secondary - cover 4 - cover 9.
2. Corner is committed forward - consequently is free to force immediately.
3. W linebacker reacts inside-out.
4. Weak safety is responsible for deep outside zone vs run pass - play or action pass.
5. Basic run key for corner would be 1)far back 2) pulling linemen 3) crack block by end.



CLOUD FORCE VS TIGHT END

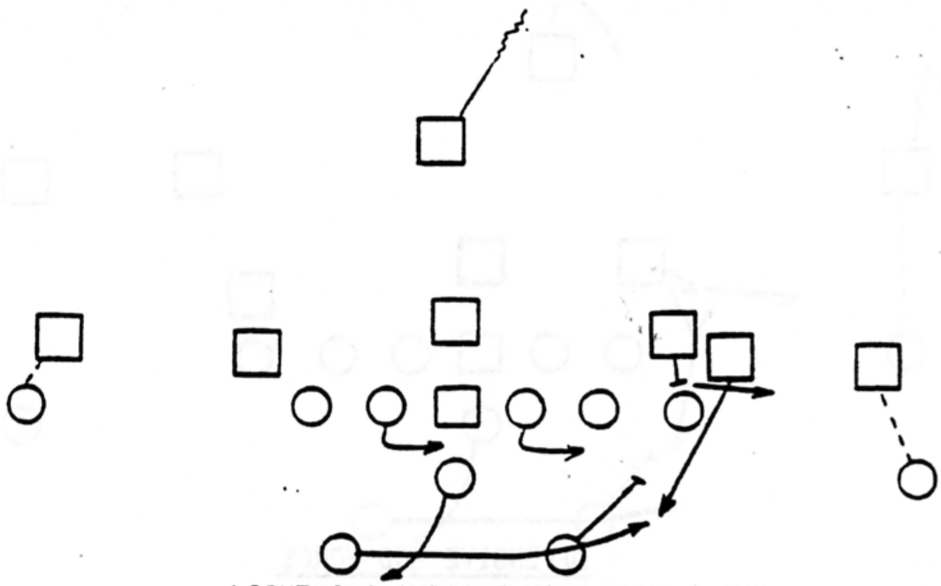
1. Corner forces.
2. Weak safety responsible for deep outside - run pass - play or action pass.
3. Linebacker reacts inside-out.
4. Basic keys can be one or all of the following: 1) tight end blocking 2) far back 3) pulling linemen 3) release angle of near back for pass or run indicatio

RUN SUPPORT



LIGHTNING

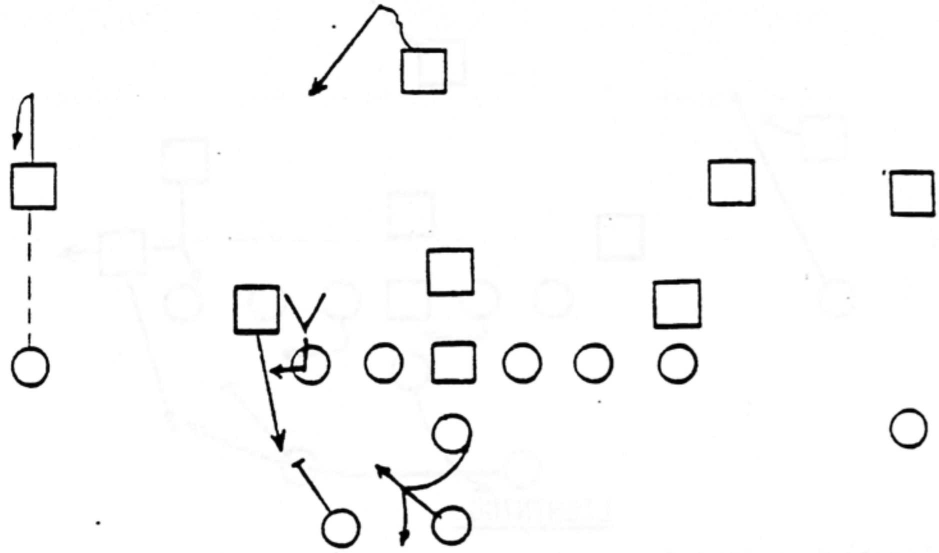
1. B linebacker forces.
2. Strong safety supports inside B linebacker. Fills off tackle hole - then attacks wide run play from inside-out.
3. Corner is responsible for deep outside - run pass - play or action pass.
4. If flanker blocks down - corner supports outside-in.
5. Basic keys for B backer:
   1) Far back
   2) Near back (possible receiver)
6. Basic key for Strong Safety:
   1) Y End
   2) Far back



LIGHTNING SUPPORT WITH BUMP & RUN

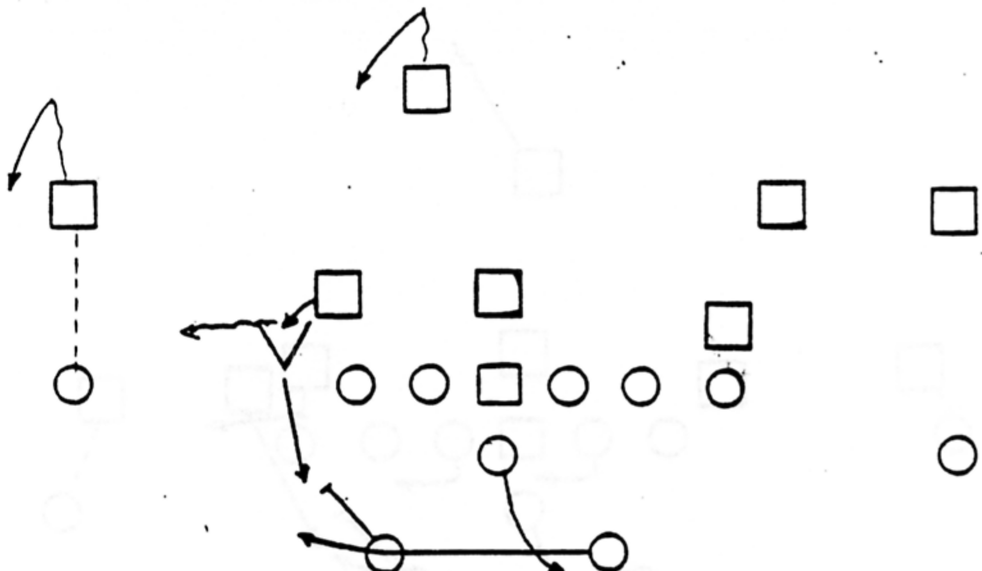
1. B linebacker forces.
2. Strong safety at LOS reacts to Y end releasing or blocking.
3. Corner covers flanker all over field until flanker blocks.
4. B linebacker must be aware of near back as pass receiver.

RUN SUPPORT



LINEBACKER FORCE

1. Open (or weak) side linebacker force.
2. Corner responsible for run pass - play or action pass.
3. If end crack blocks on W Backer - corner supports immediately from outside-in.
4. Weak Safety is secondary support from inside-out.
5. Basic key for W backer is 1) far back 2) near guard 3) halfbacks release angle to indicate run or pass.



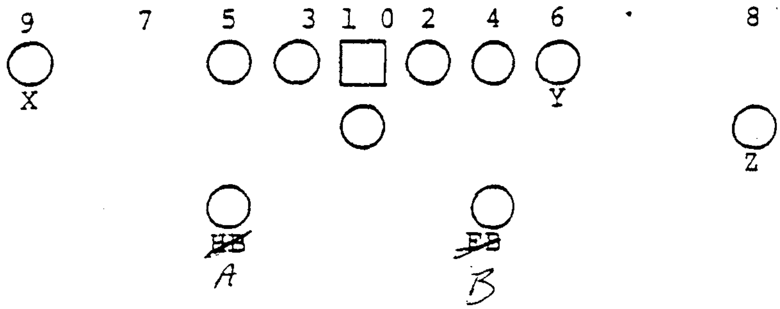
DEFENSIVE END FORCE

1. Defensive end from a widened position forces wide play.
2. Weak (or open side) linebacker reacts from an inside-out position.
3. Corner is responsible for run pass - play or action pass.
4. If end crack blocks on W backer - corner supports immediately from outside-in.
5. Weak safety is secondary support from inside-out.
   Defensive end must commit to wide play threat before reacting to anything else.

FORMATIONS

Basic Alignments/Hole Numbers

Formation direction (Right/Left) designates the side to which Y (Tight End) is positioned. Even numbers are to the right/odd numbers are to the left.



Red Right

X - End - Positioned to the side opposite Y on the L.O.S.
Y - Tight End - Positioned to the call side next to the O.T.
Z - Flanker - Positioned to the side of Y off the L.O.S.
FB - - Located to the side of Y.
HB - - Located to the side away from Y.

Basic Formations

1. Red — split
2. Brown — weak
3. Green - F
4. Blue - strong
5. Slot - for Z

Single Back Fomations

1. Ace — Trips
2. ~~Deuce~~ Zt/Lt
3. Trey
4. Flex
5. Flank
6. Twins

Shot Gun Formations

1. Shot Gun
2. Gun Trey
3. Gun Deuce
4. Gun Flex

Alignment

Running Backs-Split inside Leg of Tackle, Heels are 5 yards.

Line Splits-Center-Guard Split is 2 Feet. Guard-Tackle Split is 3 Feet. Tackl
Tight End Split is 3 Fe

FORMATIONS

Formation Variations

1. Pair (Both TE same side)
2. Slot (Both WR same side away from Y)
3. Change (HB-FB exchange positions)
4. Spread (Slot open 3 WRs "Y" is Slot).
5. Gun (QB deep with formation call)
6. Nasty (Z 6 yd. split with Y off)
7. Near (X 6 yd. split with HB off)
8. Far (HB aligns outside X off the L.O.S.)
9. Half (HB aligned halfway between X and the offensive tackle)
10. Tare - X = 6 yd. split from offensive tackle.

Individual Variations

1. X (X & Z exchange)
2. Flop (X & Y exchange)
3. Trade (Y & Z exchange)
4. Switch (All 3 receivers exchange positions)
5. Open (Y extend split)
6. Tight (X tighten)
7. Close (Z tighten)
8. Stack (X-Y-Z align behind the QB)
9. Off (Y off the L.O.S.)
10. On (HB or H Back on the L.O.S.)

Motion

1. ~~A-B-C (Backfield motion from relative position~~ LT to RT)
2. Opposite (Motion man aligns opposite the call - Motion to the call)
3. Peel (Motion man goes in motion away from the formation)
4. Short (Motion man turns upfield outside of the inside receiver)
5. Thru (Motion man turns upfield inside of the inside receiver)
6. Motion (Motion man aligns in formation called - motions across backfield)
7. Quick (Motion man 2-3 steps in direction of assignment)
8. Return (Motion man goes to QB then returns to original spot)
9. Stem (Y align opposite the call then shift to the call)
10. Shift (Designated Back/Receiver shifts - sets prior to the snap)
11. Jump (Backs/Receivers shift in unison - set prior to the snap)
12. Zoom(Z)/Whiz(X)/Fly(Y) - Receiver aligns in Backfield and motions to the call.

Adjacent Rule

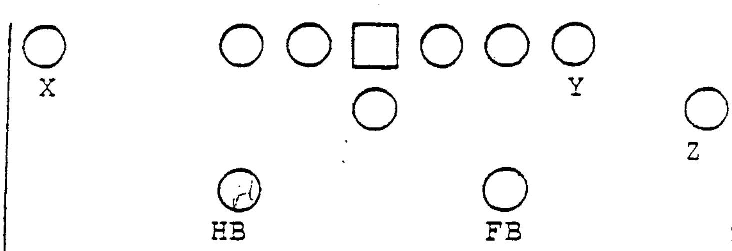
1. Backs/Receivers will <u>never</u> line up on the L.O.S. next to each other.
2. A Back/Receiver, who is normally lined up off the L.O.S. must shift up on to the L.O.S. when an adjacent receiver is called into motion. Be alert for <u>opposite motion</u>.

Personnel Calls

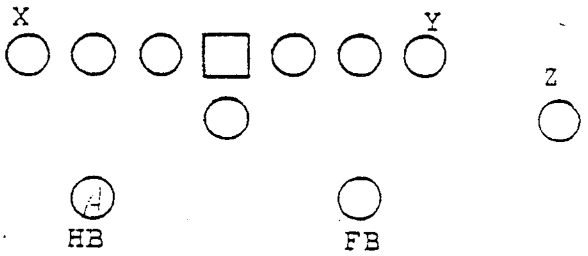
1. Regular - Normal people
2. U (2 TEs - X out)
3. Y (3 TEs - X-Z out)
4. E (3 WRs - Y out)
5. Rover (2 TEs - HB out)
6. Zebra (3 WRs - HB out)
7. Bear (3 RBs - Y out)

FORMATIONS

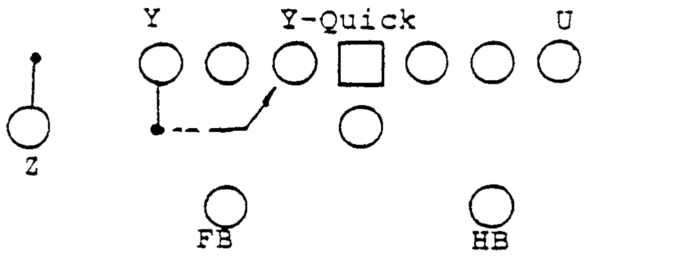
RED RT



RED RT TIGHT

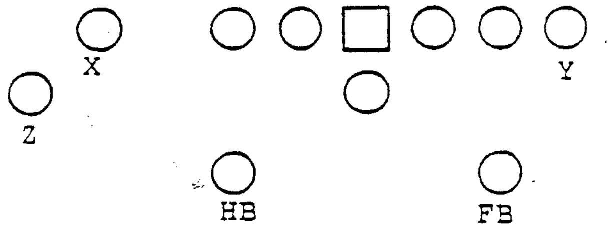


RED LT (U)

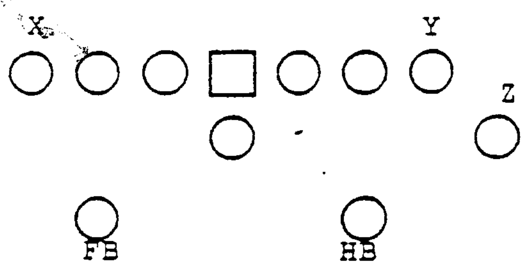


(Y Quick to Play Assignment)

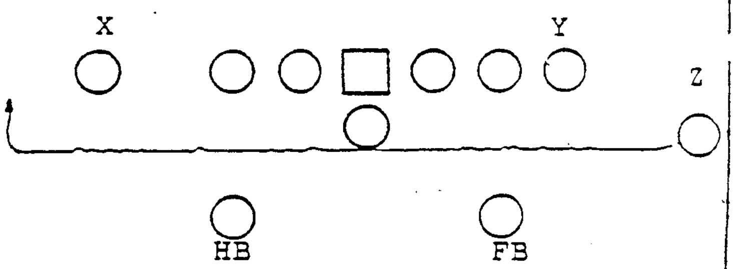
RED RT SLOT



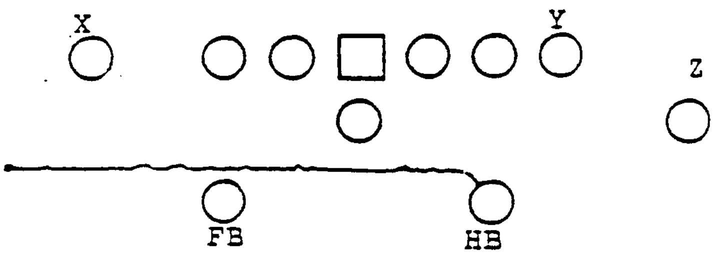
CHANGE RT TIGHT CLOSE



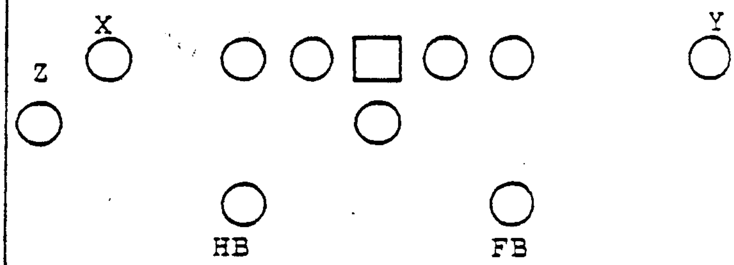
RED RT SLOT Z OPPOSITE



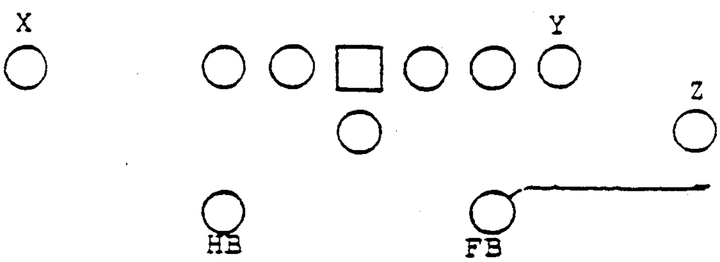
CHANGE RT C-LT STOP



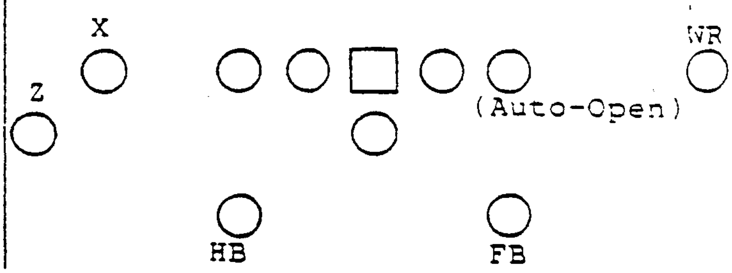
RED RT SLOT OPEN



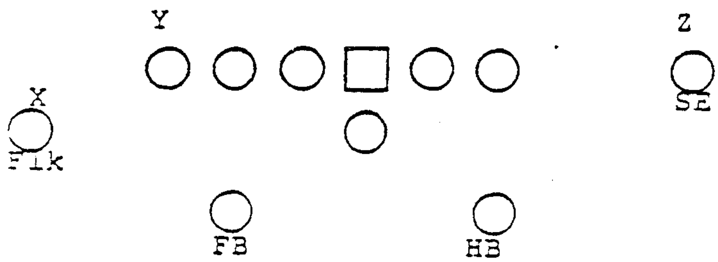
RED RT C-RT



RED RT SLOT (E)

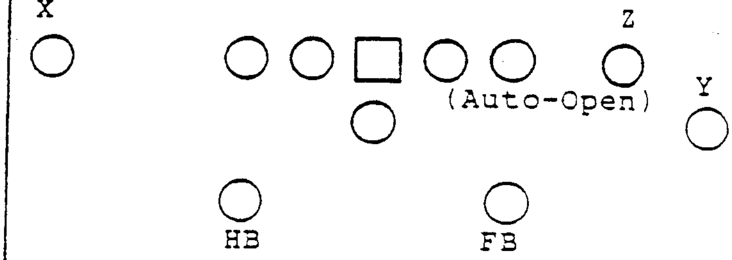


RED LT - X

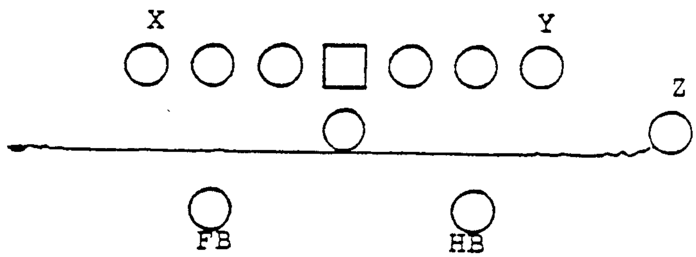


RED RT TRADE

(Y-Z Switch)

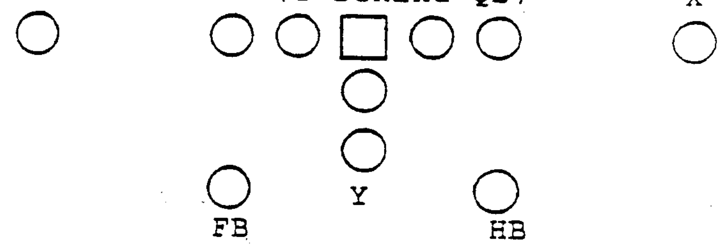


RED LT FLOP - Z OPPOSITE
(X-Y Auto Tight)

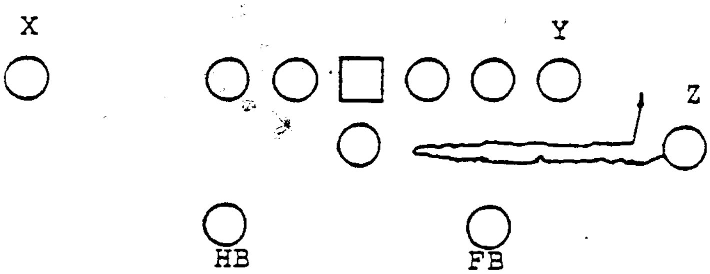


RED LT Y STACK

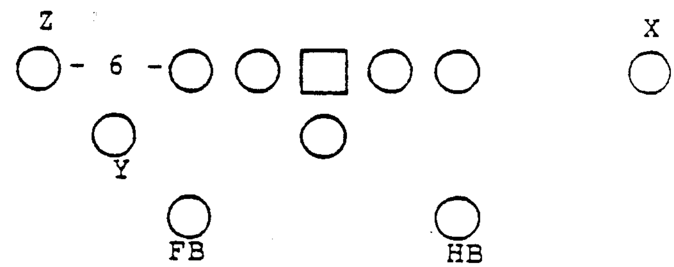
(Y Behind QB)



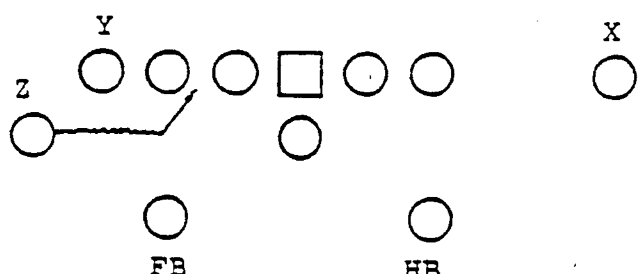
RED RT Z RETURN
(Rec. FAce Defense)



RED LT NASTY

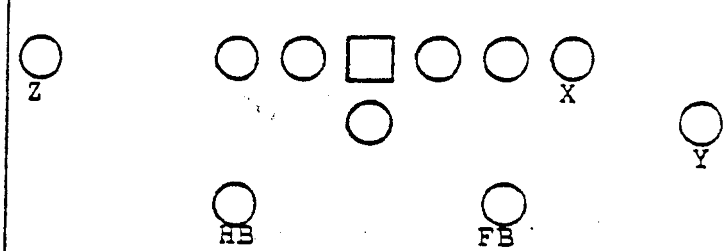


RED LT PAIR Z - QUICK (U)



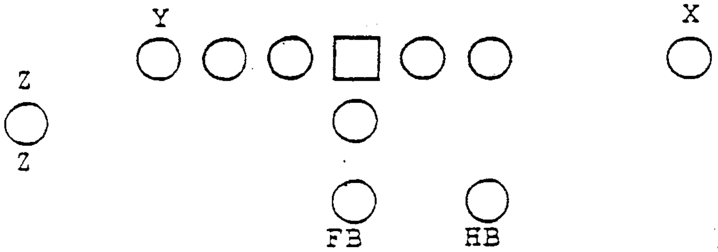
(Z Quick to Play Assignment)

RED RT SWITCH

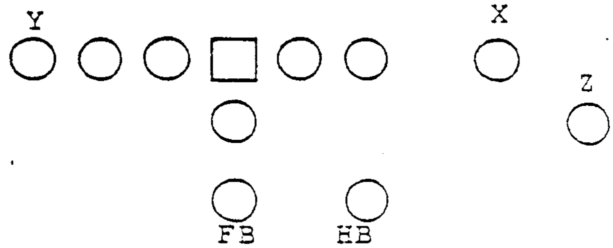


FORMATIONS

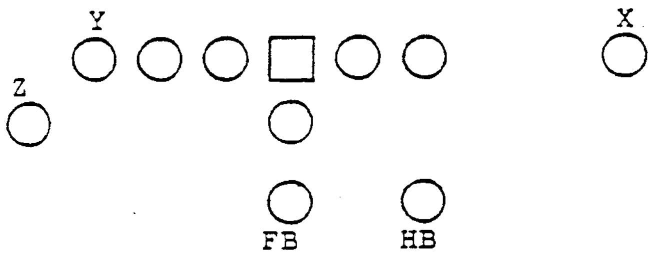
BROWN LT



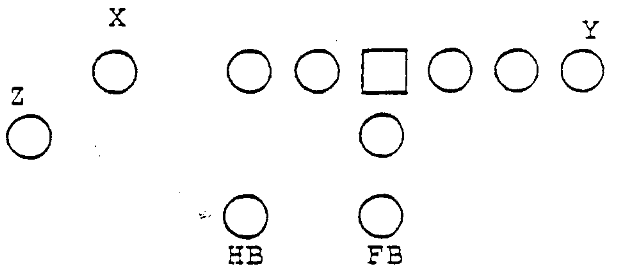
BROWN LT SLOT



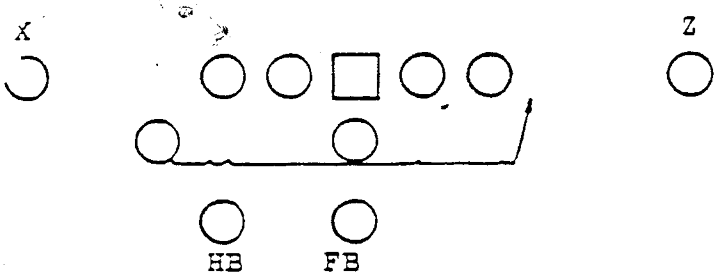
BROWN LT CLOSE



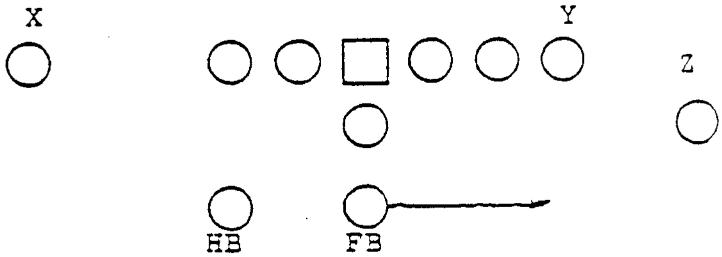
BROWN RT SLOT



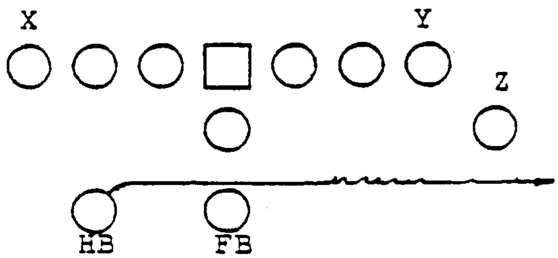
BROWN RT Y OPPOSITE



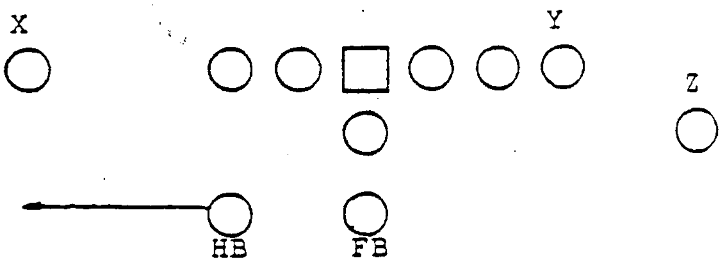
BROWN RT B-RT



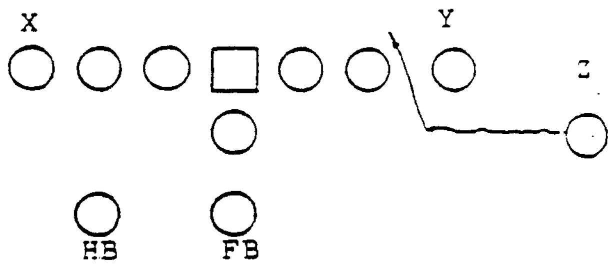
BROWN RT TIGHT CLOSE "A" RIGHT



BROWN RT A-LT

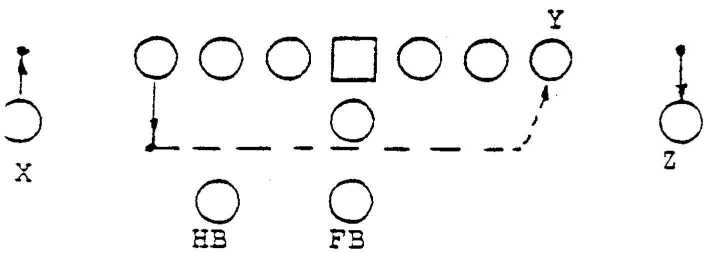


BROWN RT TIGHT Z THRU

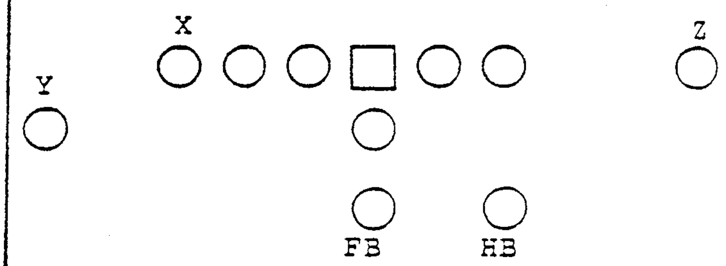


FORMATIONS

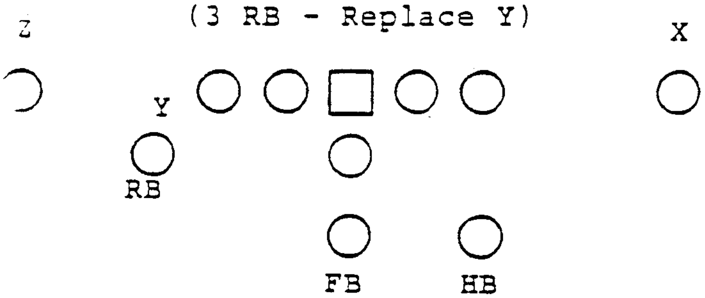
BROWN RT STEM



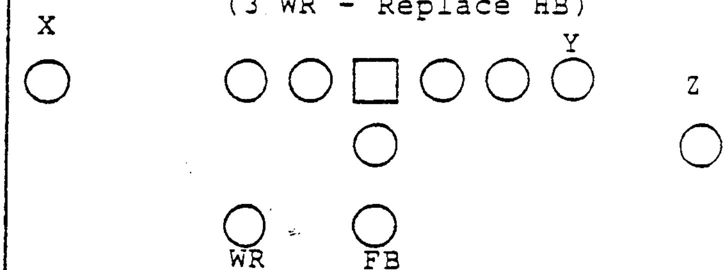
BROWN LT SWITCH



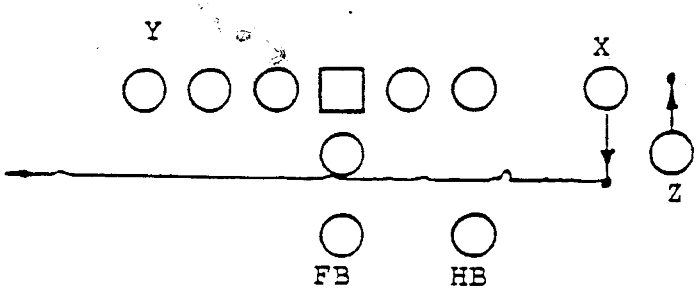
BROWN LT - (BEAR)
(3 RB - Replace Y)



BROWN RT-(ZEBRA)
(3 WR - Replace HB)

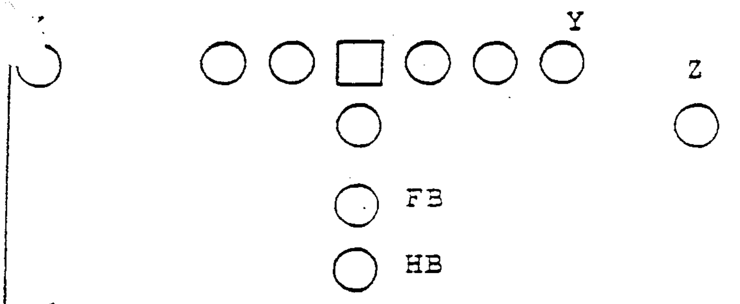


BROWN LT X, X OPPOSITE

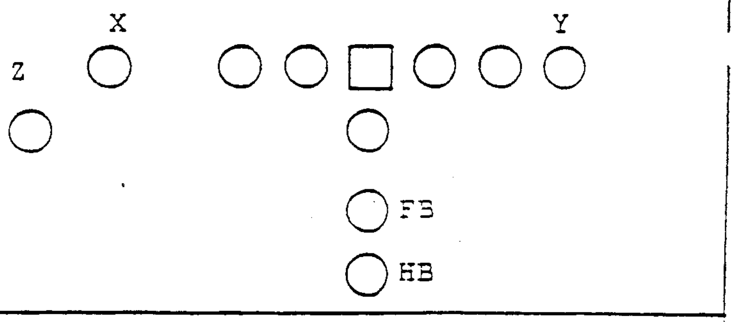


FORMATIONS

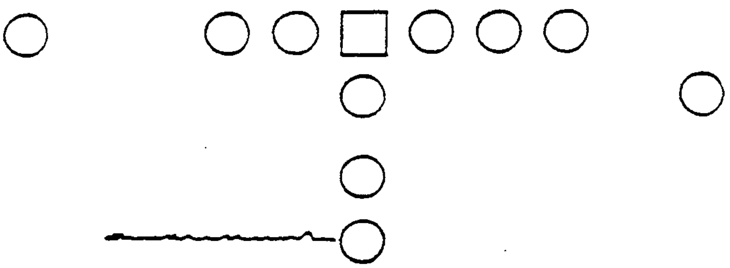
GREEN RT



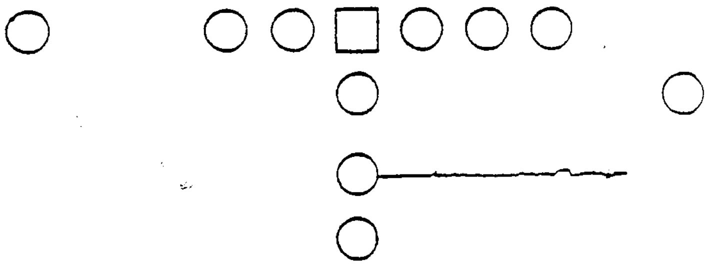
GREEN RT SLOT



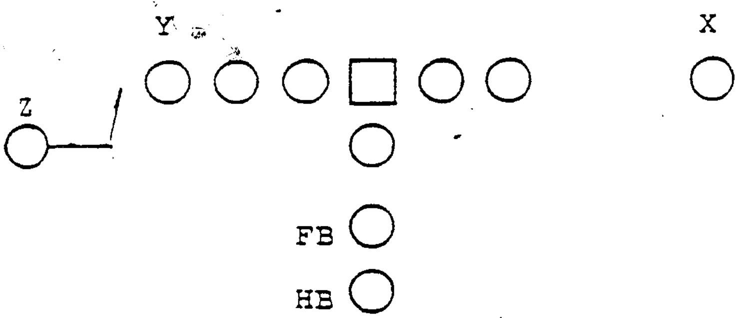
GREEN RT "A" LT



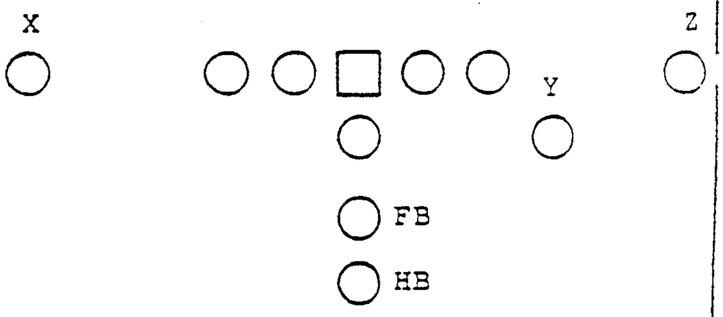
GREEN RT "B" RT



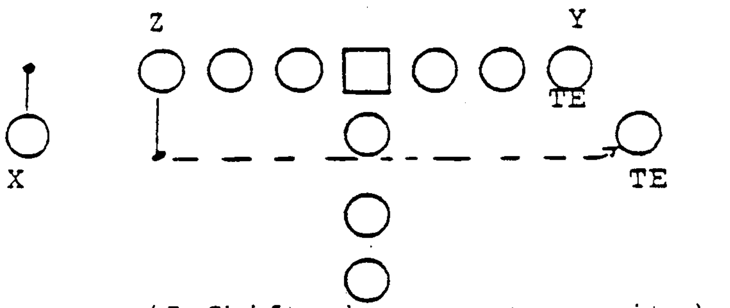
GREEN LT Z - SHORT



GREEN RT OFF

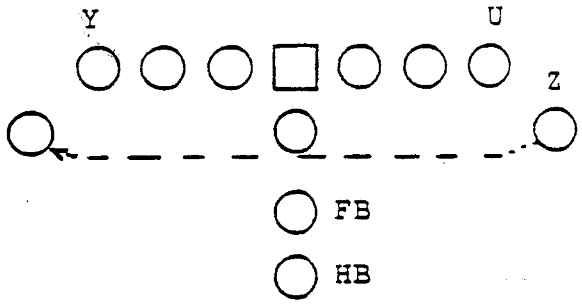


GREEN RT PAIR "Z" SHIFT

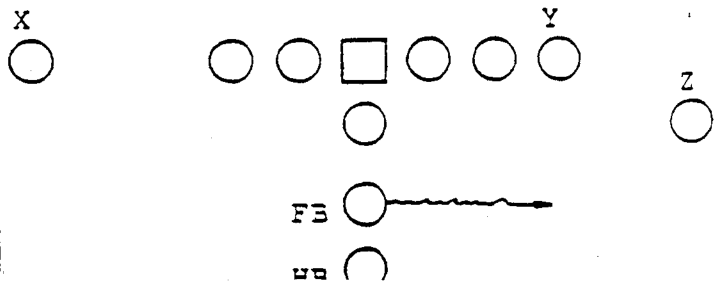


(Z-Shift when count permits)

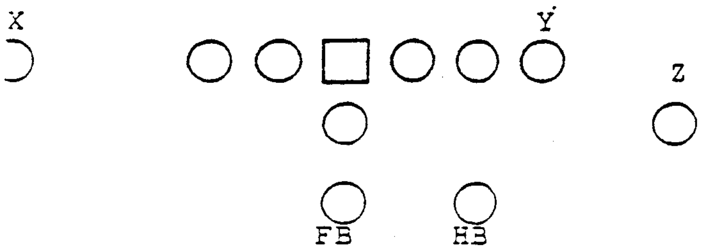
GREEN LT Z-SHIFT (Y)



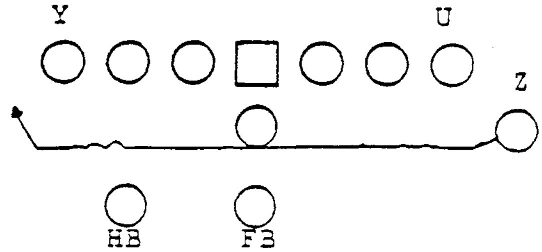
GREEN RT "B" RT



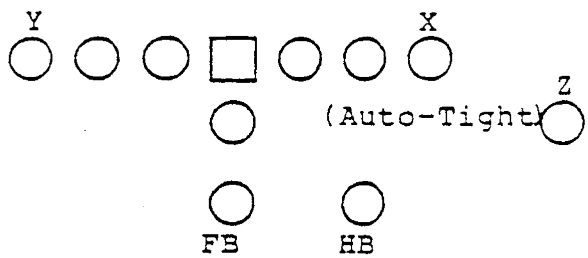
BLUE RT



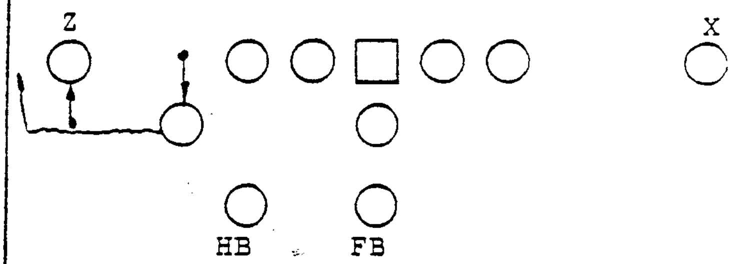
BLUE LT (Y) Z OPPOSITE



BLUE RT FLOP

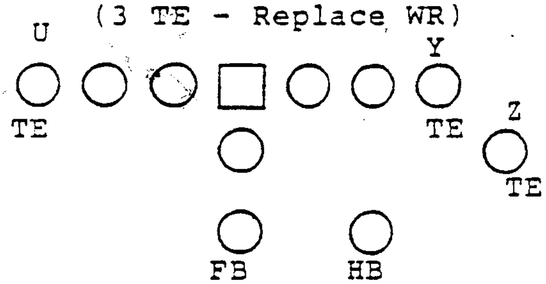


BLUE LT Y PEEL



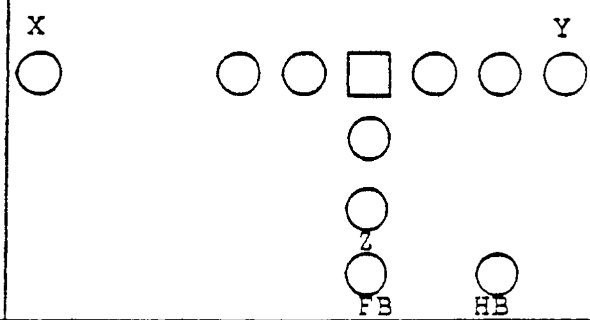
BLUE RT (Y)

(3 TE - Replace WR)

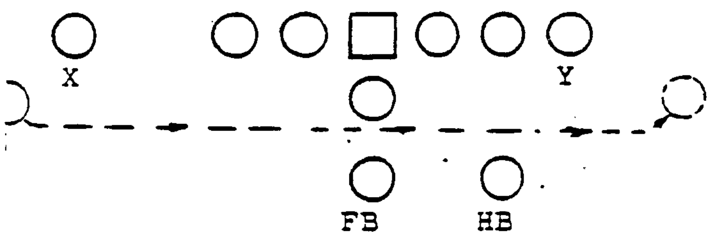


(Auto - Tight Close)

BLUE RT Z STACK

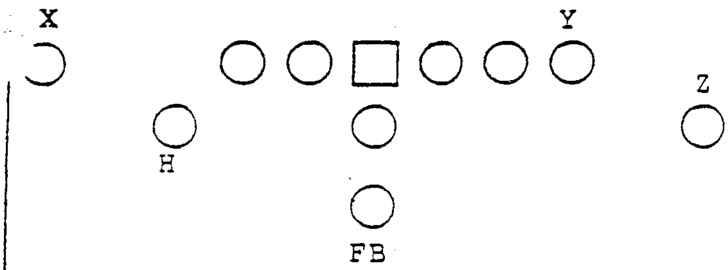


BLUE RT Z SHIFT



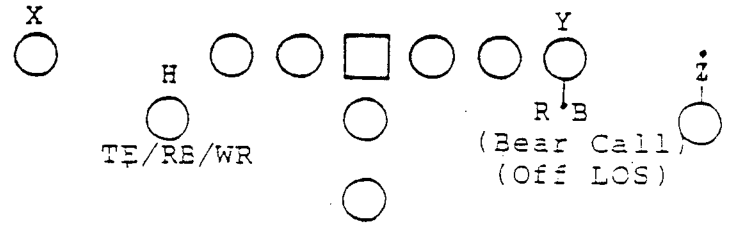
FORMATIONS

DEUCE RT (REGULAR)

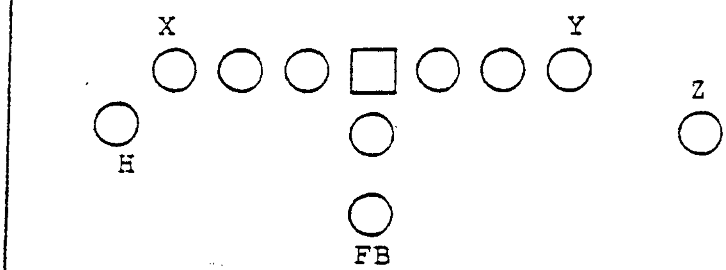


(H-Back is the move man)

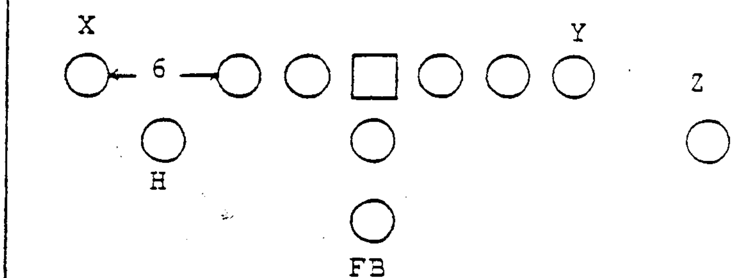
DEUCE RT (Rover-Bear-Zebra)



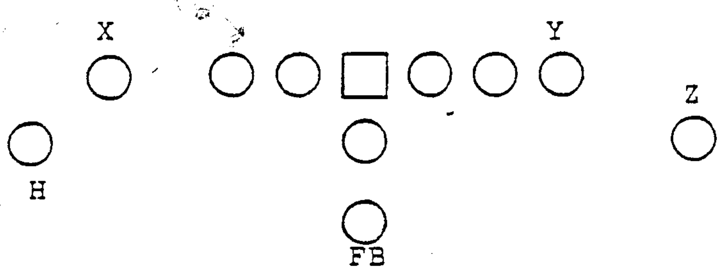
DEUCE RT TIGHT



DEUCE RT NEAR

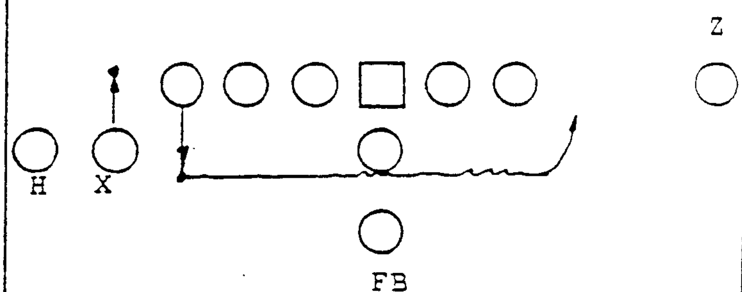


DEUCE RT FAR

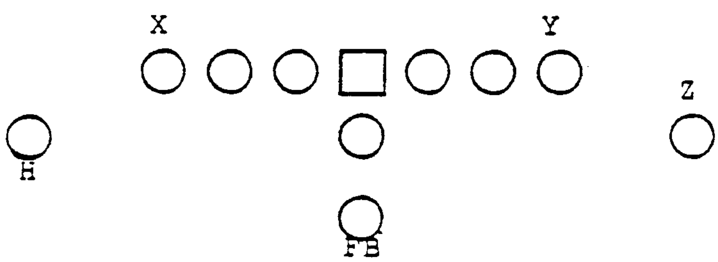


(Possible HB Shift)

DEUCE RT FAR Y OPPOSITE

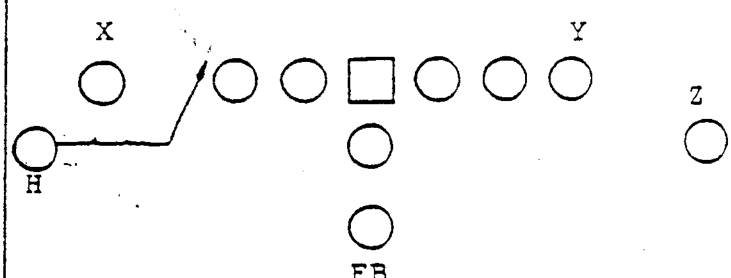


DEUCE RT TIGHT FAR

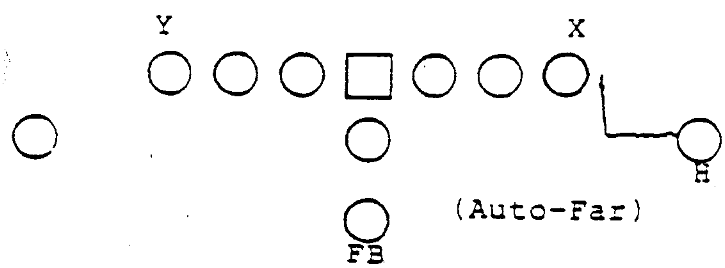


(Possible X Shift)

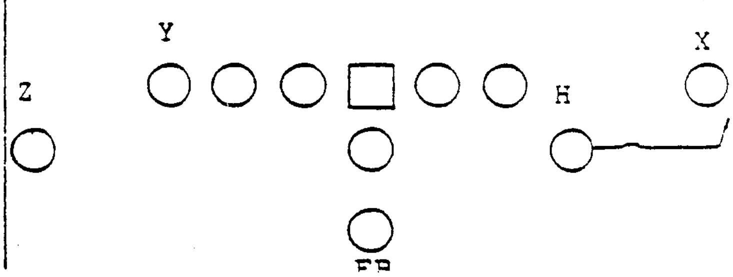
DEUCE RT FAR H THRU



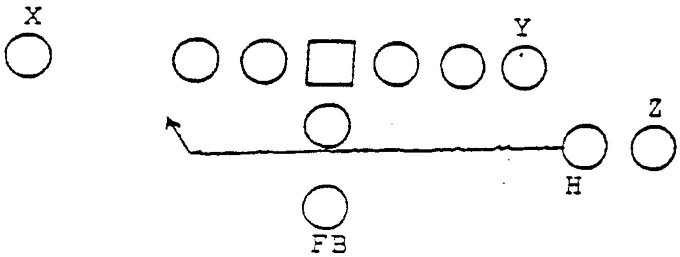
DEUCE LT TIGHT H SHORT



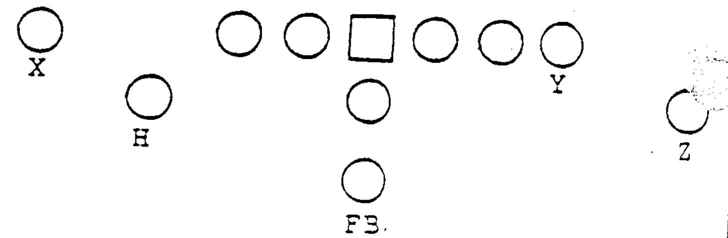
DEUCE LT HB PEEL



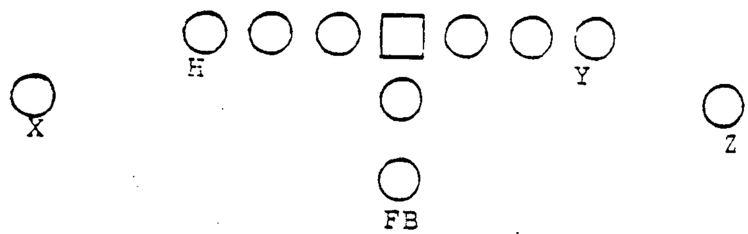
DEUCE RT H OPPOSITE



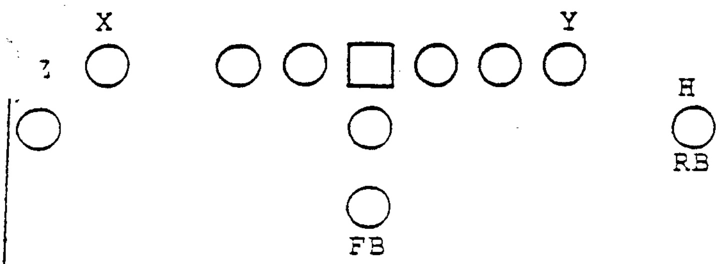
DEUCE RT HALF



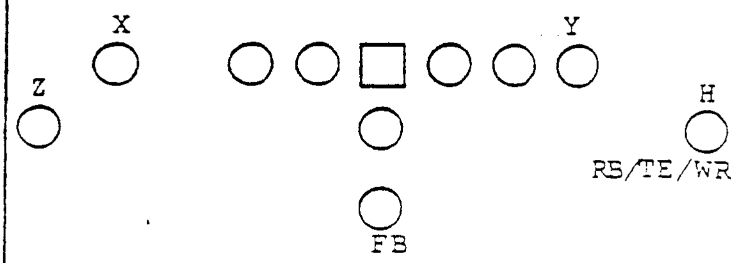
DEUCE RT ON



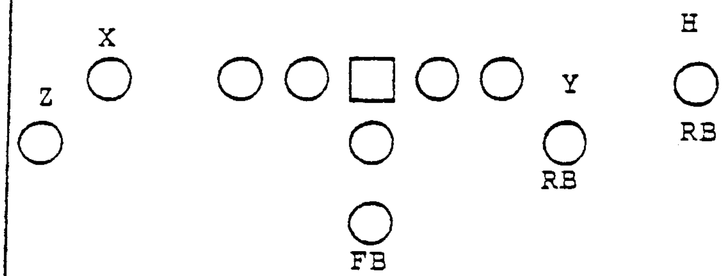
FLEX RT (REGULAR)



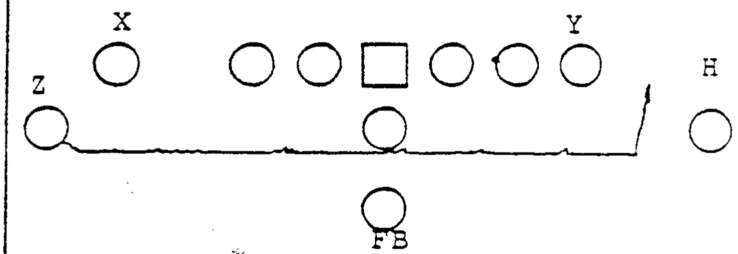
FLEX RT (ROVER/ZEBRA)



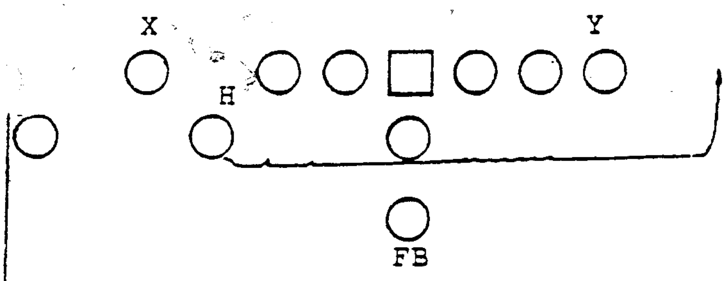
FLEX RT (BEAR)



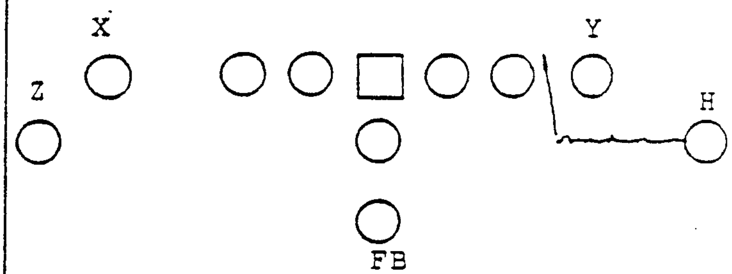
FLEX RT Z-motion



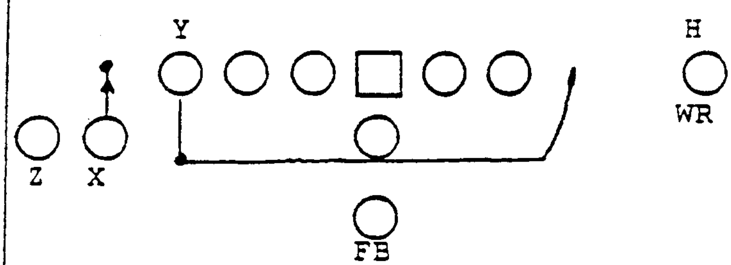
FLEX RT H OPPOSITE



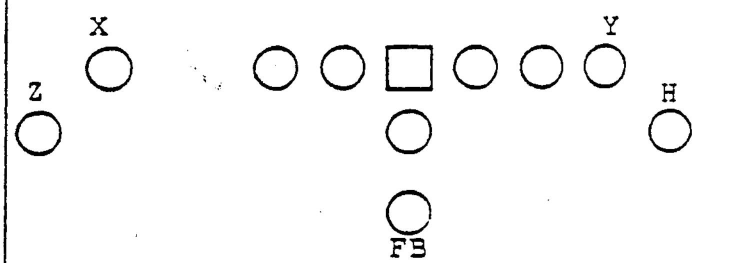
FLEX RT H THRU



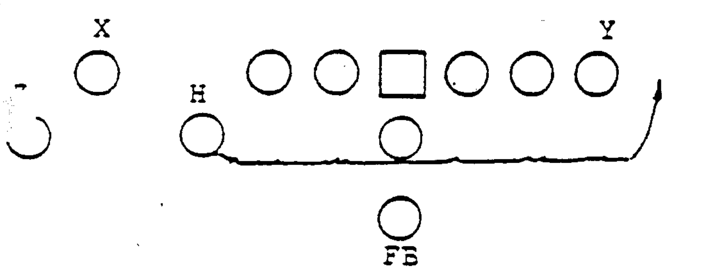
FLEX RT Y OPPOSITE



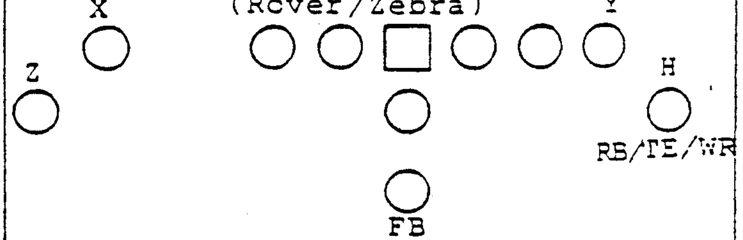
FLANK RT (REGULAR)



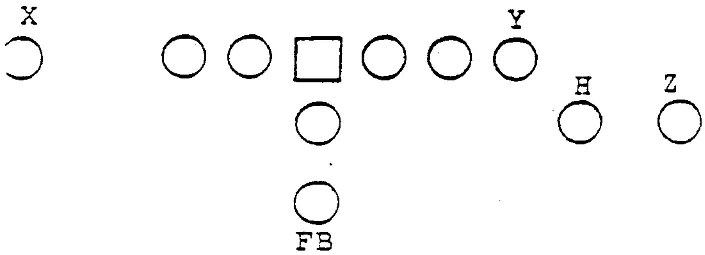
FLANK RT H OPPOSITE



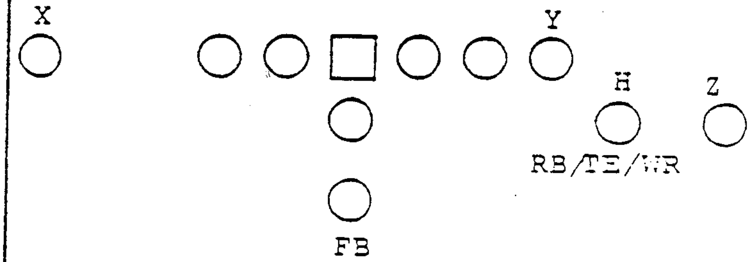
FLANK RT
(Rover/Zebra)



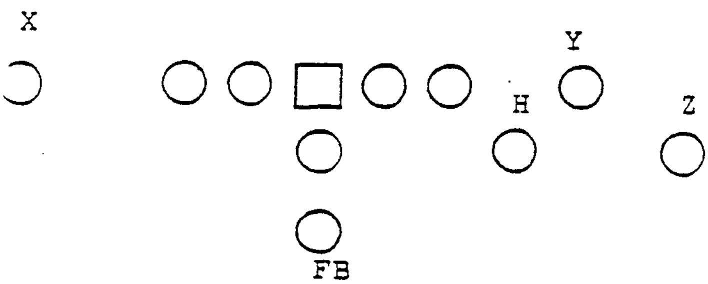
TREY RT (REGULAR)



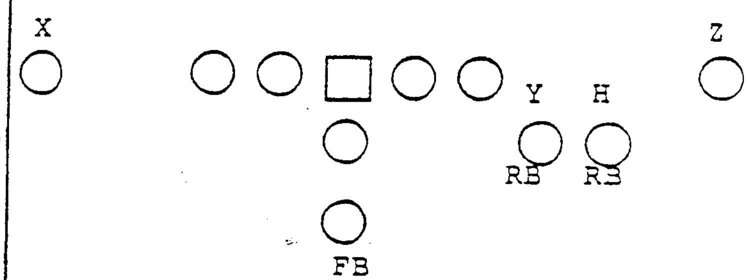
TREY RT
Rover/Zebra)



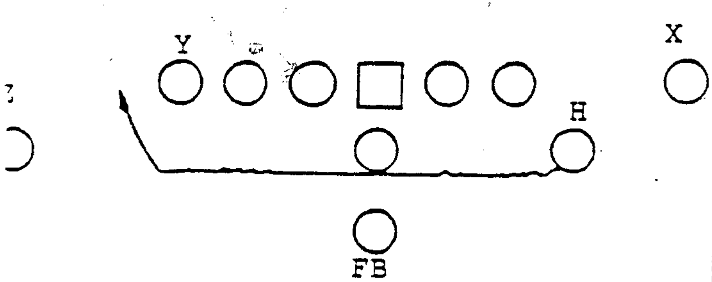
TREY RT OPEN



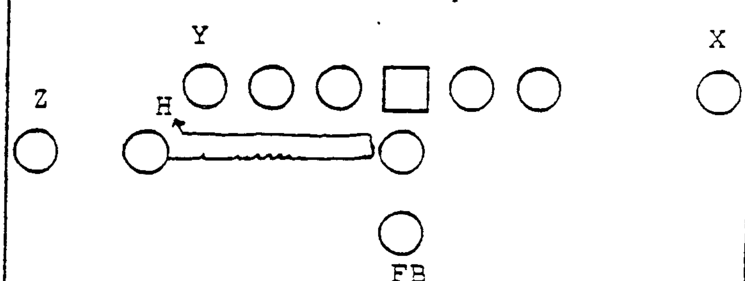
TREY RT (BEAR)



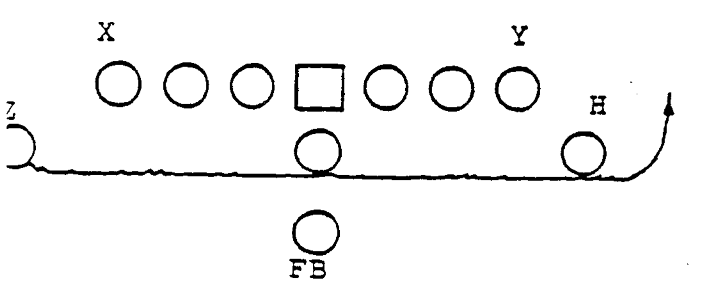
TREY LT H OPPOSITE



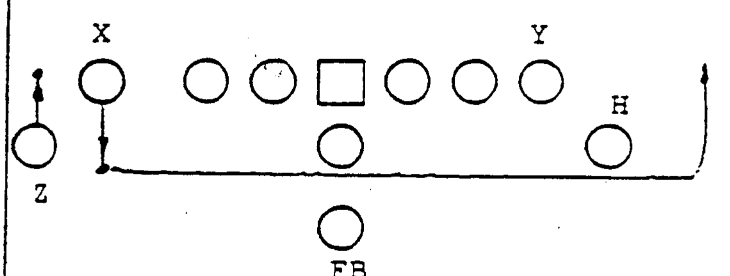
TREY LT H RETURN



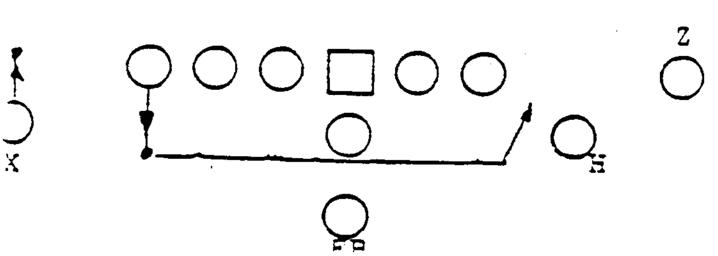
TREY RT TIGHT Z OPPOSITE



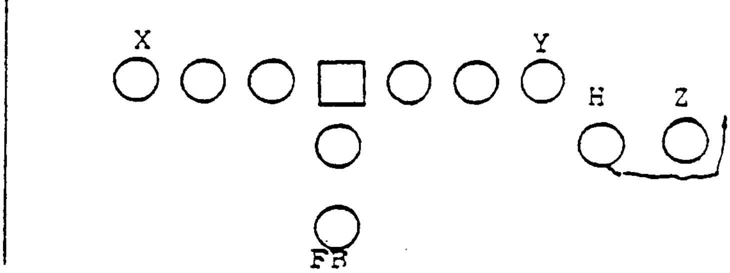
TREY RT X-X OPPOSITE



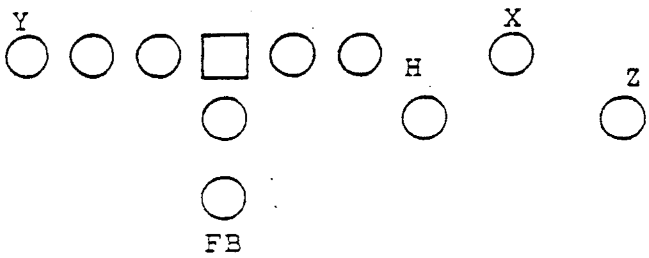
TREY RT Y OPPOSITE



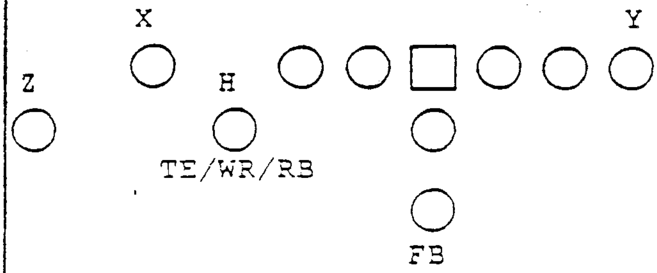
TREY RT TIGHT HB PEEL



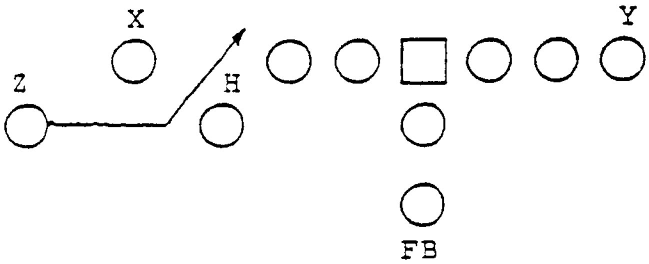
ACE LT (REGULAR)



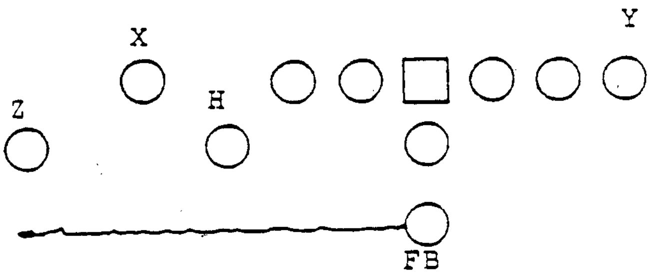
ACE RT (ROVER, BEAR, ZEBRA)



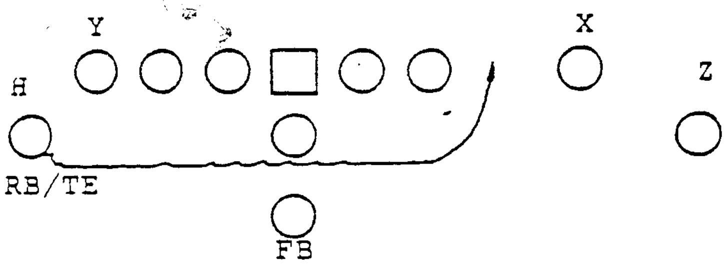
ACE RT Z THRU



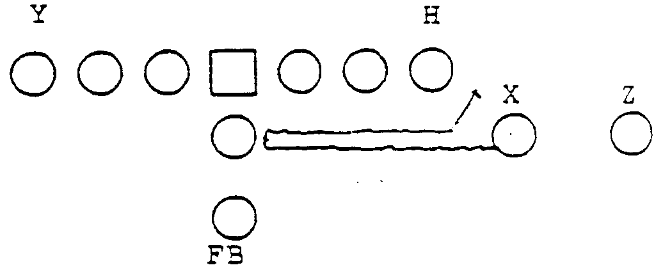
ACE RT B-LT



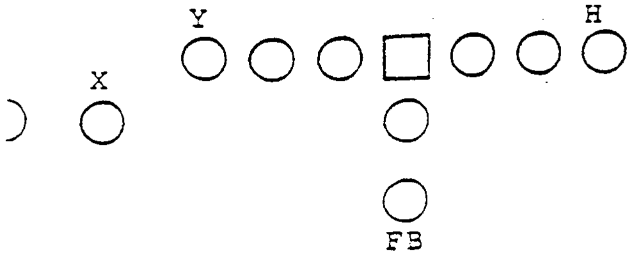
ACE LT H OPPOSITE



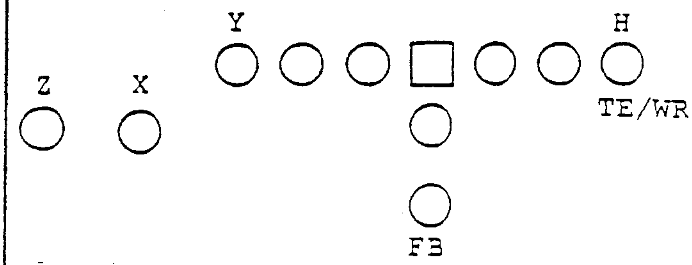
ACE LT <u>ON</u> X RETURN



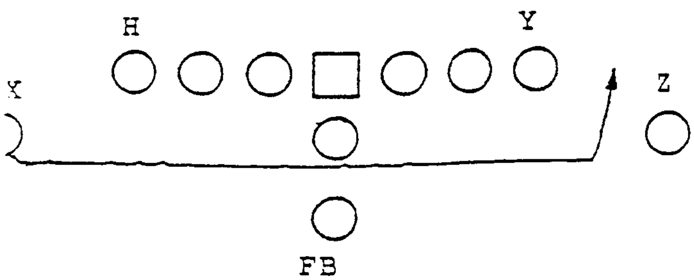
TWINS LT (REGULAR)



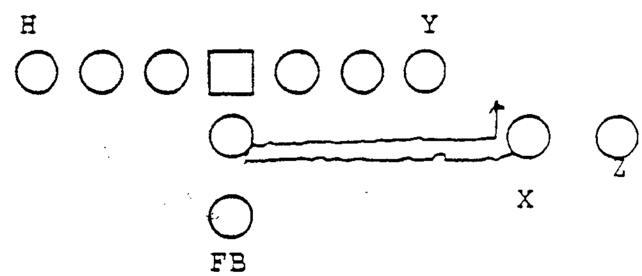
TWINS LT (ROVER /BEAR/ZEBRA)



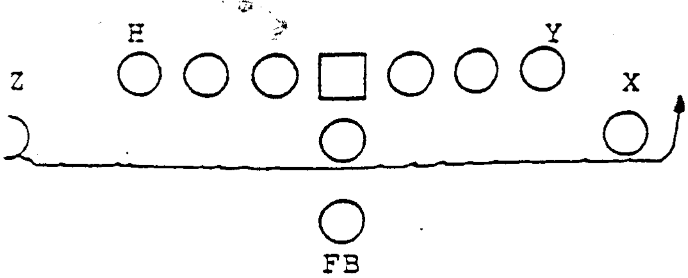
TWINS RT X OPPOSITE



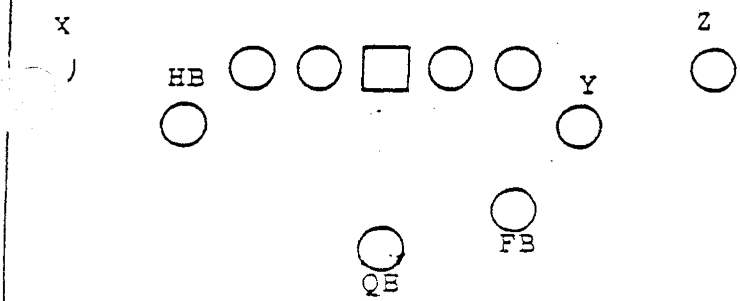
TWINS RT X RETURN



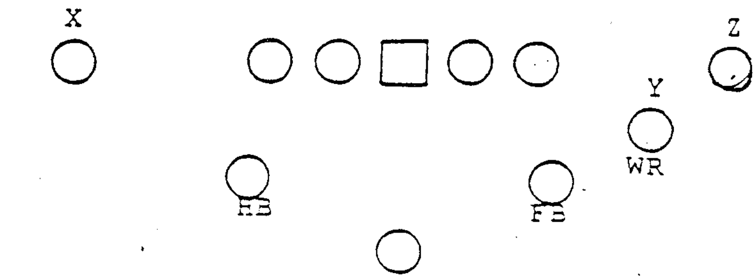
TWINS RT Z OPPOSITE



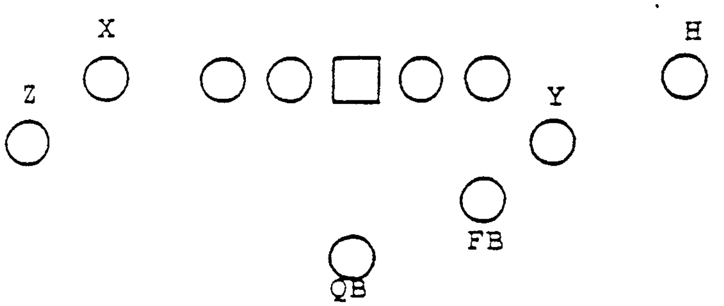
GUN DEUCE RT



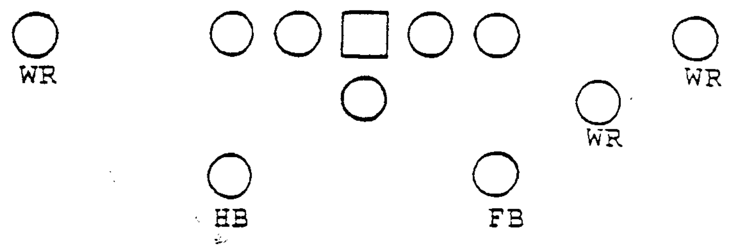
SHOT GUN RT
(3 WR - QB Deep)



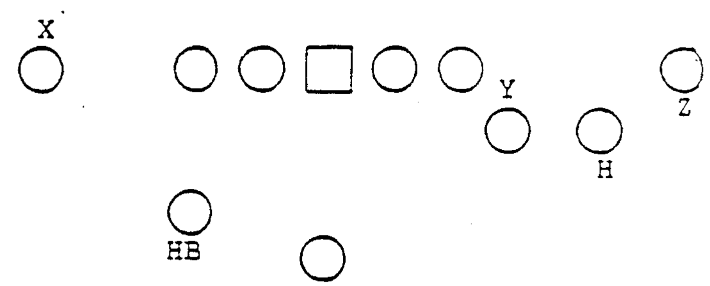
GUN FLEX RT



SPREAD RT



GUN TREY RT



THE SHIFT

PROCEDURE

When a Quick Count is called line up in the formation called; otherwise, shift to and from all formations. Backs and Receivers move to a new position. The Defense must honor each formation look. Therefore, the Offensive Team must get set and the QB must attend to the use of the Cadence.

PRE SHIFT STANCE

1. Offensive Line follow Cadence Rules.
2. Wide Receivers 2 point unless; Tight or Close - 3 Point.
3. Tight End 3 point unless split wide.
4. Stack call for X-Y-Z is a 3 point.
5. Backs 3 point unless in GUN/HB in I

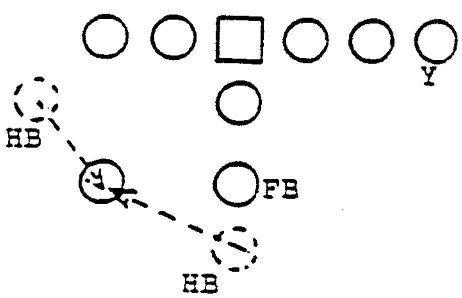
THE SHIFT COUNT

1. A 3 Count Shift is used when moving to a new formation.
2. No Shift when the snap is on Set or Go.
3. All Motion Begins On 1st Hut

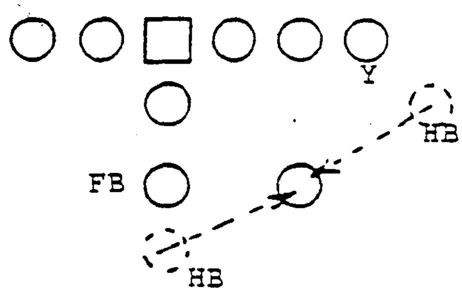
BACKFIELD RULES

Formation	Halfback	Fullback
Brown/Blue	1 Move---1st Color	No Move

Ex:



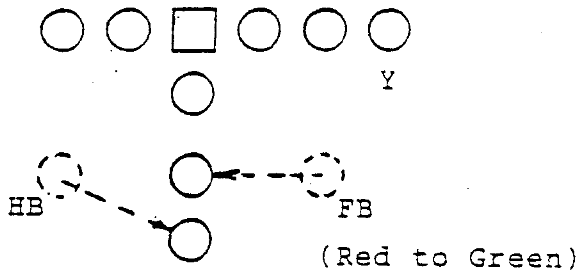
Brown Shift (Deuce or Green to Brown)



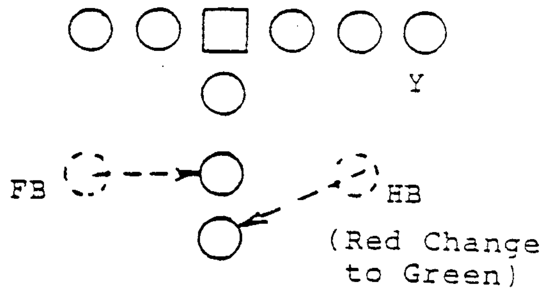
Blue Shift (Trey or Green to Blue)

Formation	Halfback	Fullback
Green	1 Move---1st Color	1 Move---1st Color

Ex:



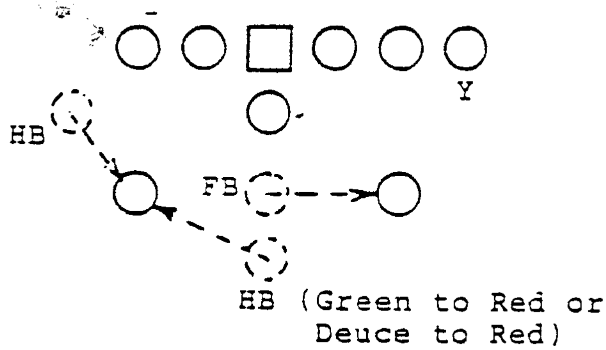
Green Shift



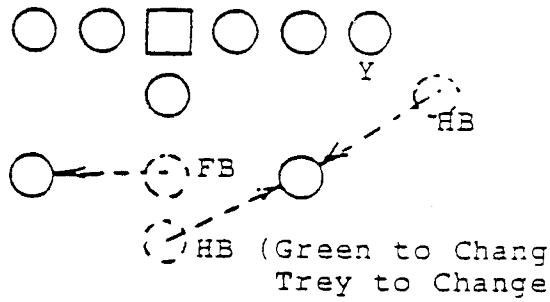
Green Shift

Formation	Halfback	Fullback
Red/Change	1 Move---1st Color	1 Move---1st Color

Ex:



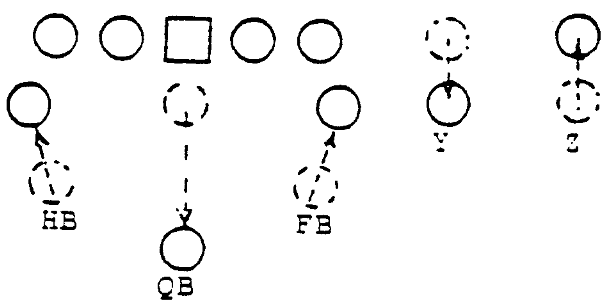
Red Shift



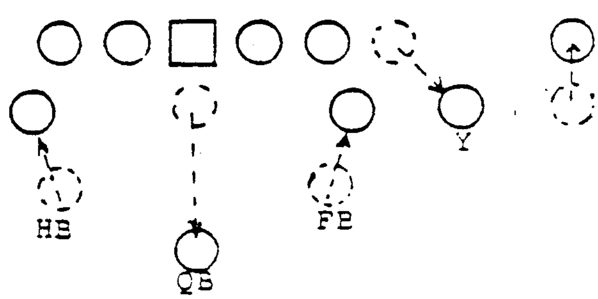
Red Change Shift

Formation	Halfback	Fullback
Gun	1 Move---Set	1 Move---Set

Ex:



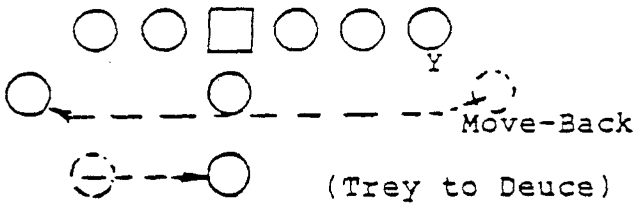
Shot Gun Shift



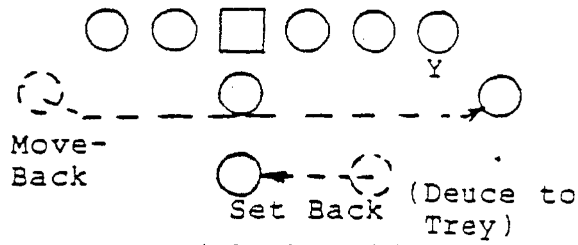
Gun Red RT

Formation	Move-Back	Set-Back
1 Back Sets (Deuce/Trey/Flank/Flex/Ace)	1 Move 1st Color	1 Move 2nd Color

EX:



Deuce Shift

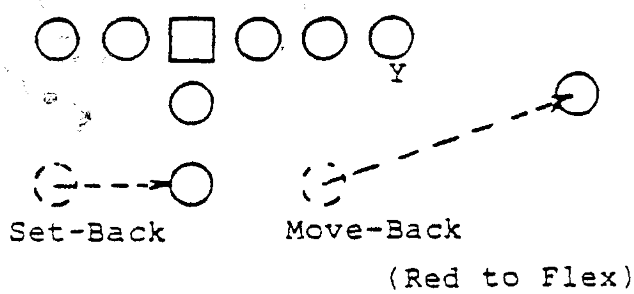


Trey/Flank Shift

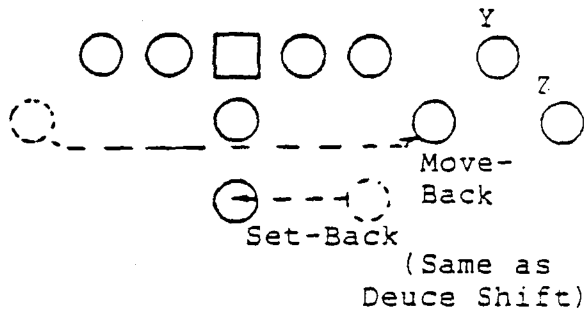
NOTE: (On "Y" Opposite Calls "Y" must allow room for H Back Shift. On Stem H Back must allow room for Y Shift)

Formation	Move-Back	Set-Back
1 Back Sets	1 Move--1st Color	1 Move--1st Color

EX:



Flex Shift

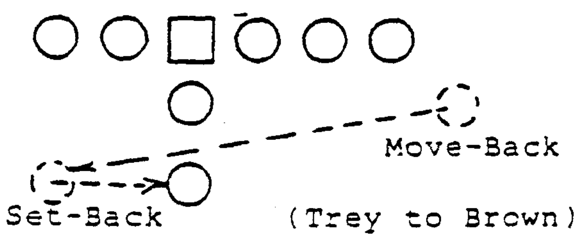


ACE Shift

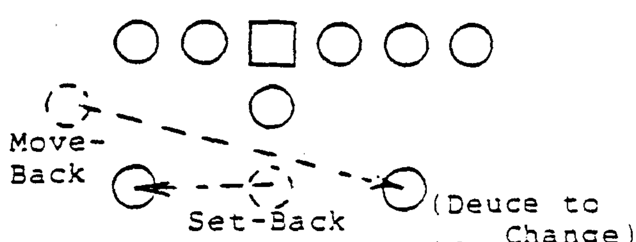
HB SHIFT

Formation	Move-Back	Set-Back
2 Back Sets	1 Move--1st Color	1 Move--1st Color

EX:



Brown RT HB Shift

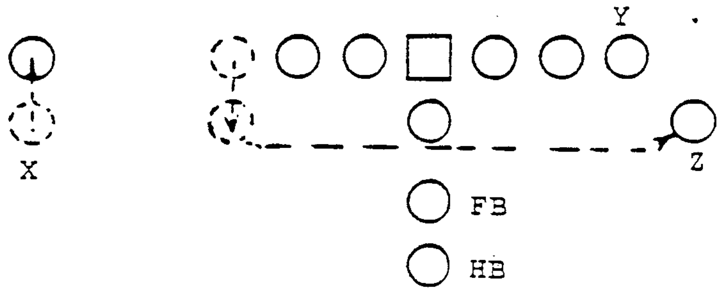


Change RT HB Shift

TIGHT END SHIFT RULES

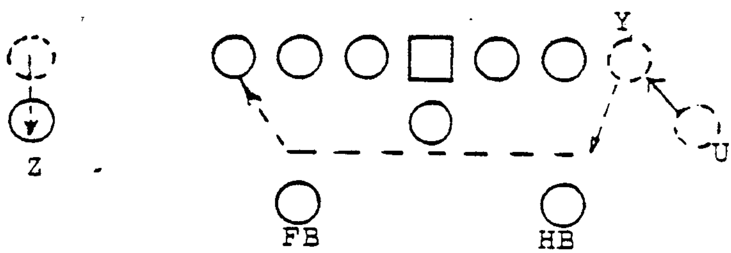
Pair/Stem--TE Off on 1st Color - Shift on 2nd Color.
Wide Receiver/Tight End Basic Shift -- 1 Move--1st Colo

Green RT Pair



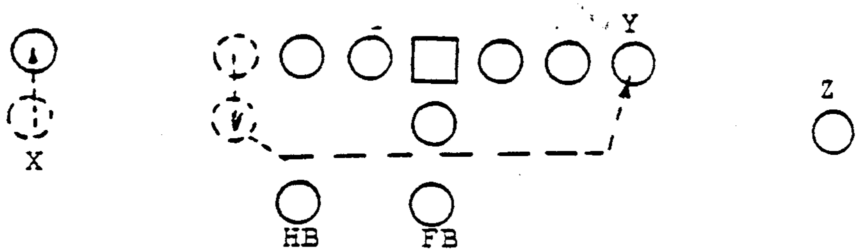
Z(TE) Off on 1st Color--Shift on 2nd Color

Red LT Stem (U)



Y(TE) Shift on 2nd Color

Brown RT Stem



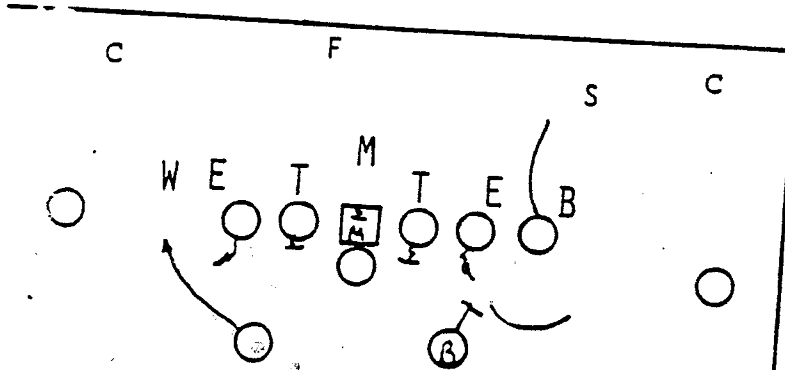
Y(TE)Off on 1st Color--Shift on 2nd Color

DROPBACK PASS PROTECTION ASSIGNMENTS

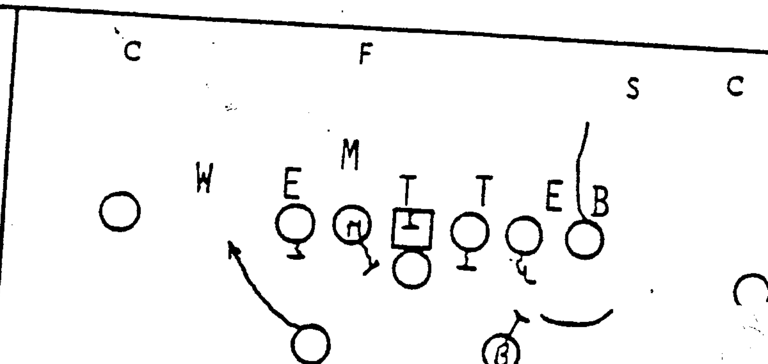
Pass		VS 34	Y	F	H
20-21	Base	DR away from Call	Pattern	B	Scat
70-71	Zone to Y	DR away from Call	#3	Scat	Scat
80-81	Base	DR away from Call	Pattern	Scat	B
22-23	Base	DR to Call	Pattern	Scat	W
26-27	Base	DR to Call	Pattern	Scat	W
76-77	Base	DR to Call	Pattern	W	Scat
24-25	Base		Pattern	B	W
324-325	Zone to Y		Pattern	B	W
54-55	Base		Pattern	B	W
74-75	Zone to Y		3	W/S	W
58-59	Zone to Y		3	S/S	W
28-29	Zone to U & Y		3	Scat	Scat
78-79	Zone to Y		3	W	Scat

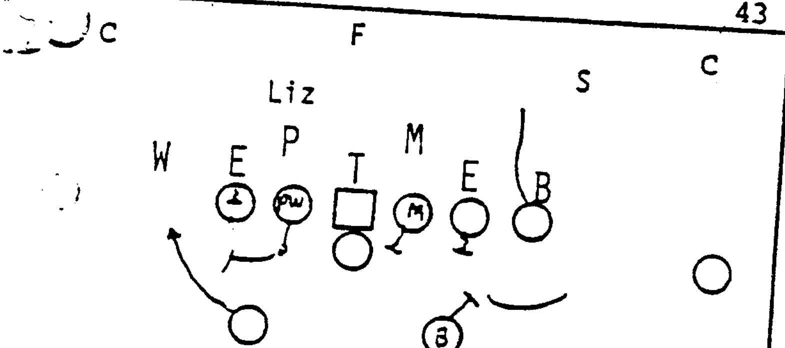
PLAY 20 (21)

X	PATTERN
LT	BASE
LG	BASE (LIZ VS 34)
C	BASE
RG	BASE
RT	BASE
Y	PATTERN
Z	PATTERN
H	SCAT
F	B
Q	BASIC RETREAT

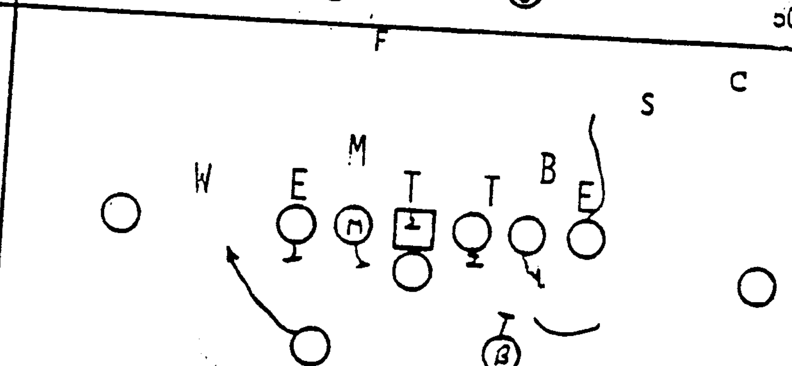


43

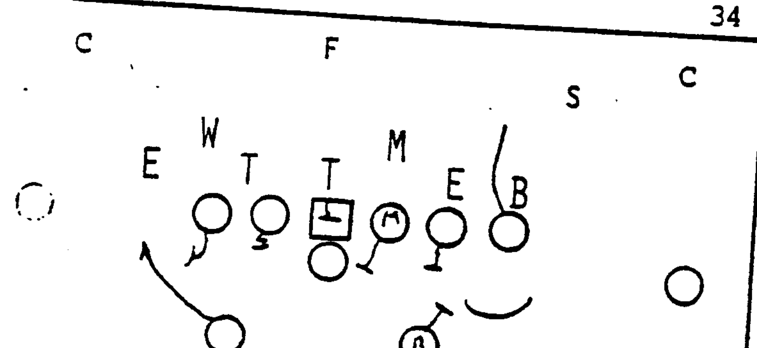




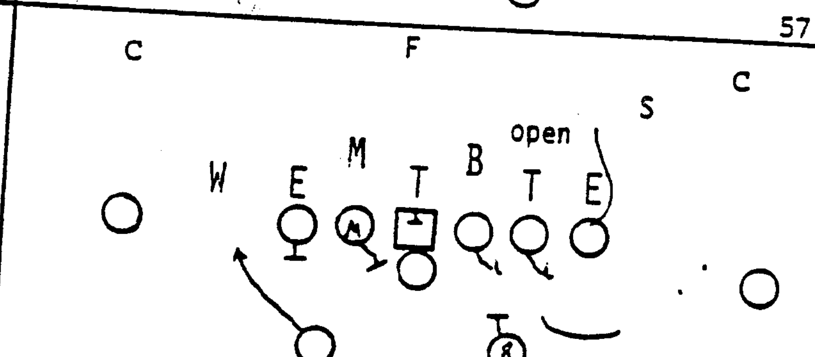
34

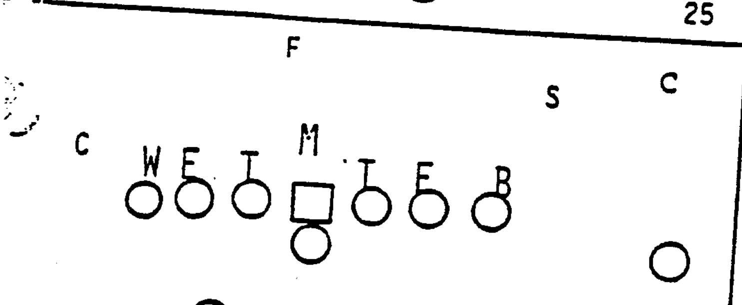


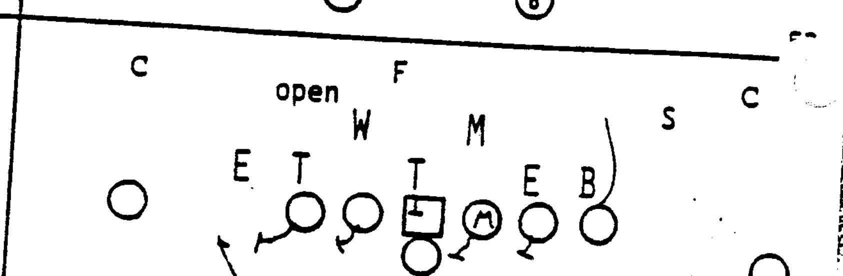
57



25

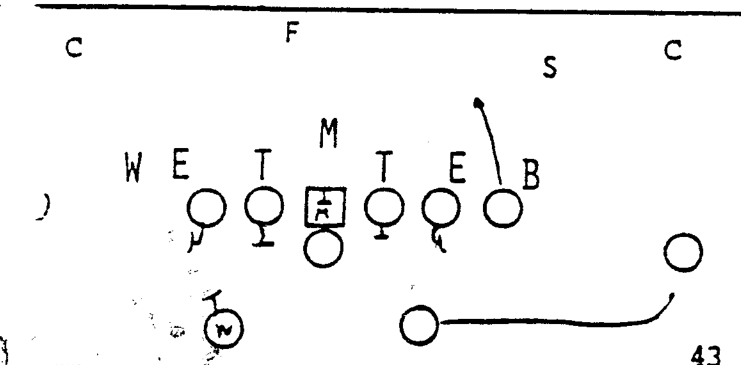


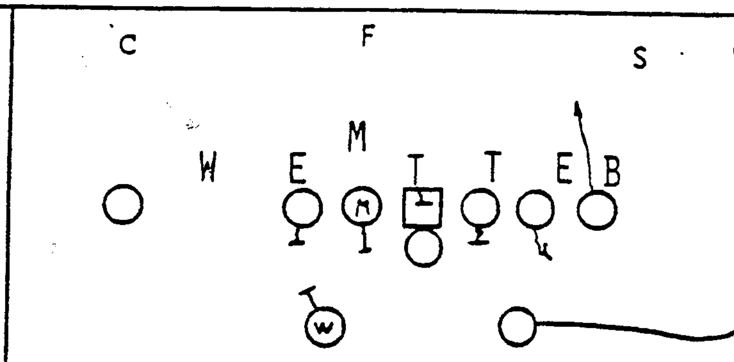


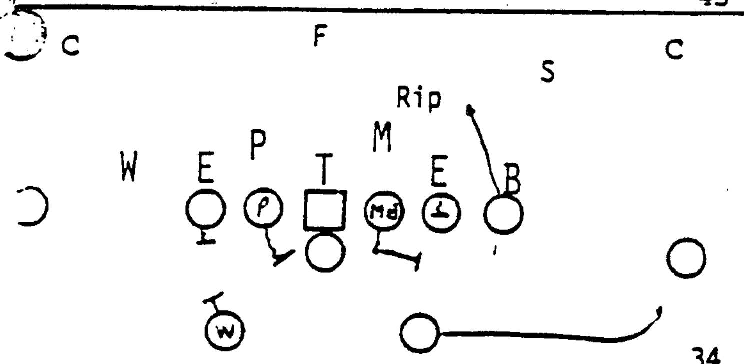


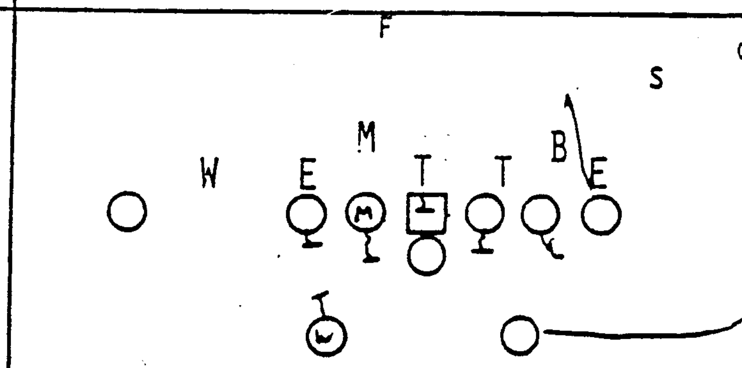
PLAY 22 (23)

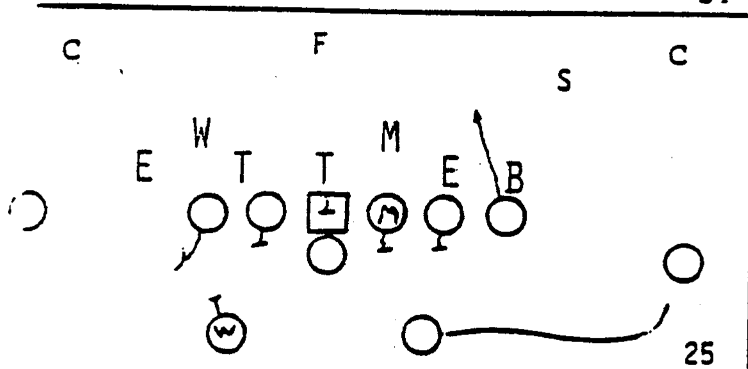
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	BASE (RIP VS 34)
RT	BASE
Y	PATTERN
Z	PATTERN
H	W
F	SCAT
Q	BASIC RETREAT

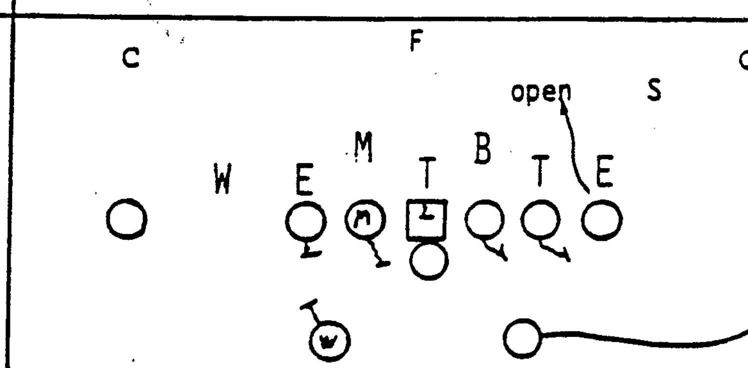


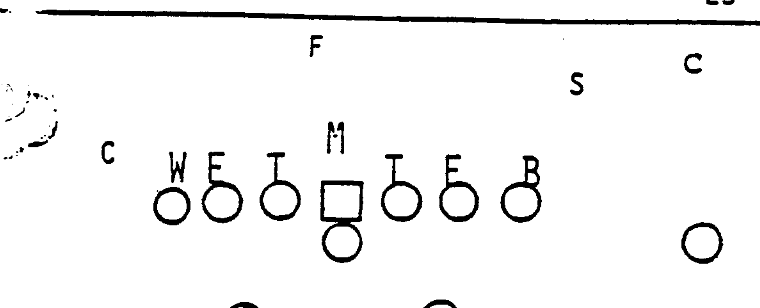


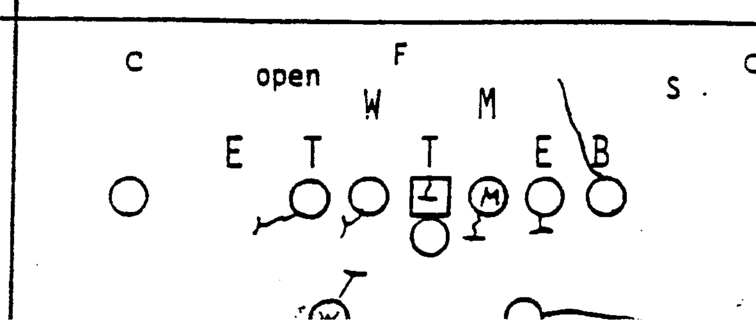






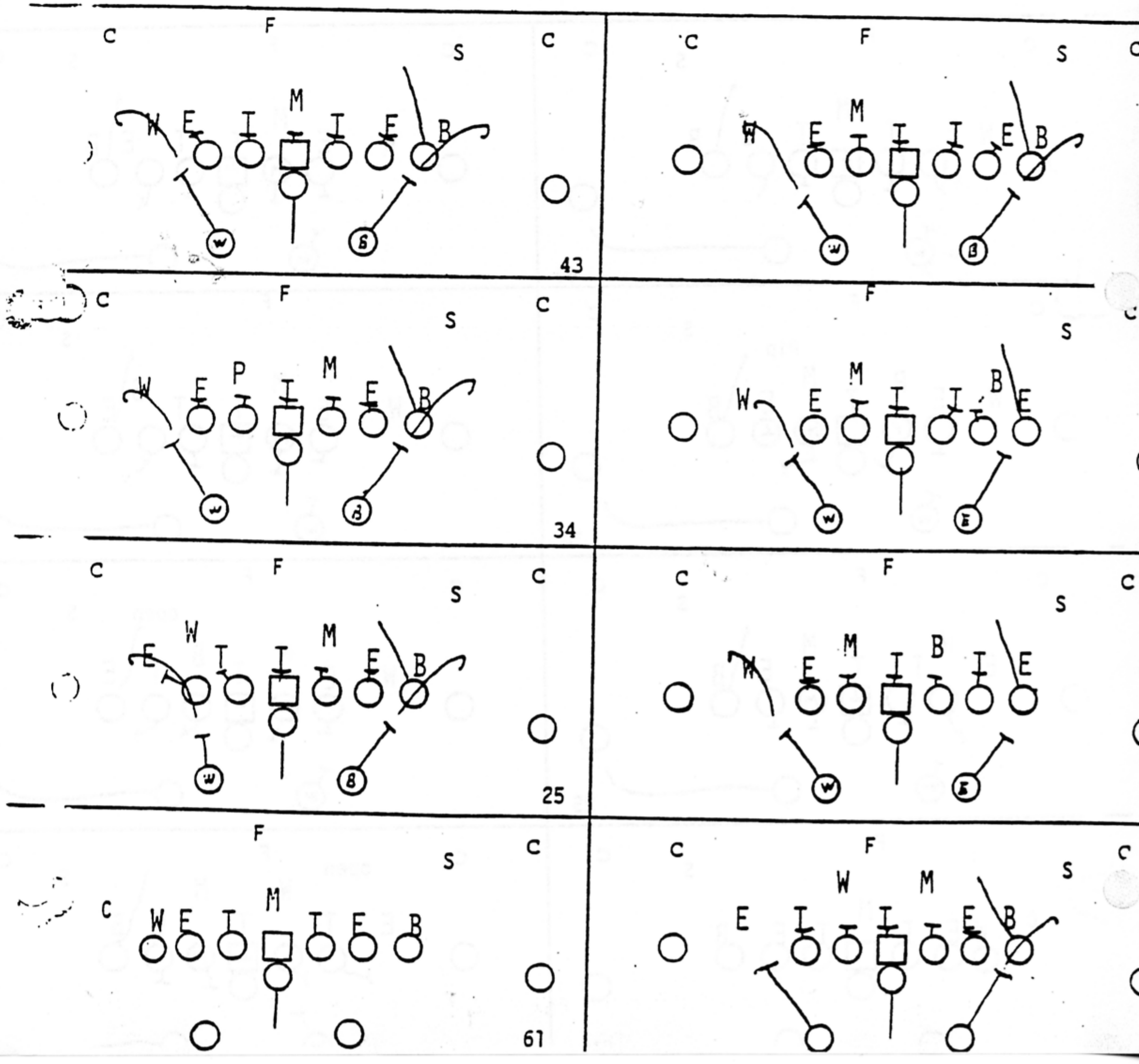






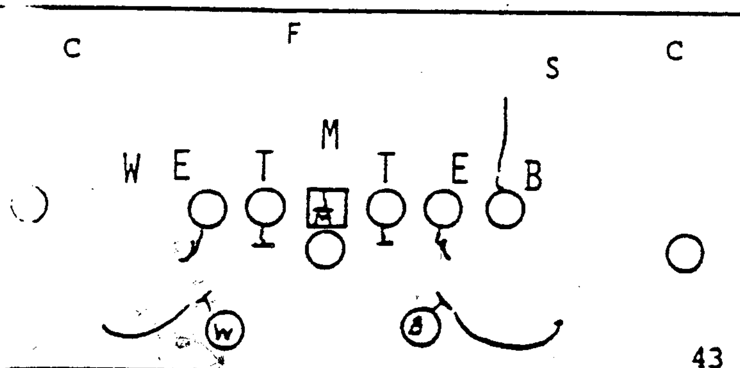
PLAY 324 (325)

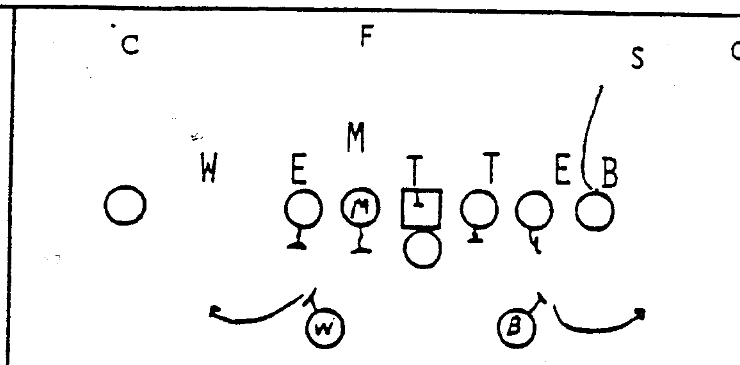
X	PATTERN		
LT	BASE	QUICK AGGRESSIVE PROTECTION	ZONE ALL STUNTS AND INSIDE BLITZES
LG	BASE		
C	BASE		
RG	ZONE		
RT	ZONE		
Y	PATTERN		
Z	PATTERN		
H	AGGRESSIVE - NO BLITZ = SLOW FLAT		
F	AGGRESSIVE - NO BLITZ = SLOW FLAT		
Q	3 STEP RETREAT		

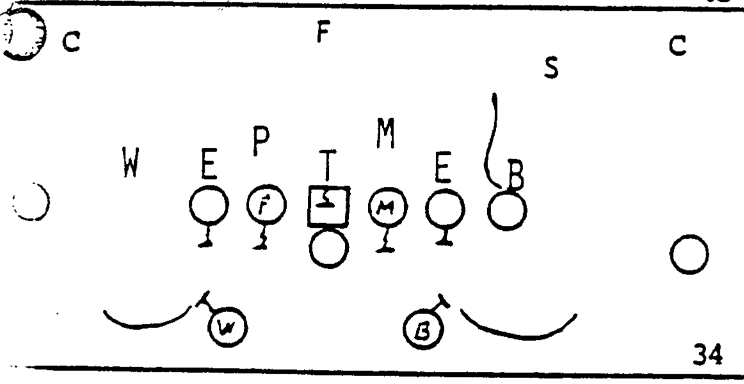


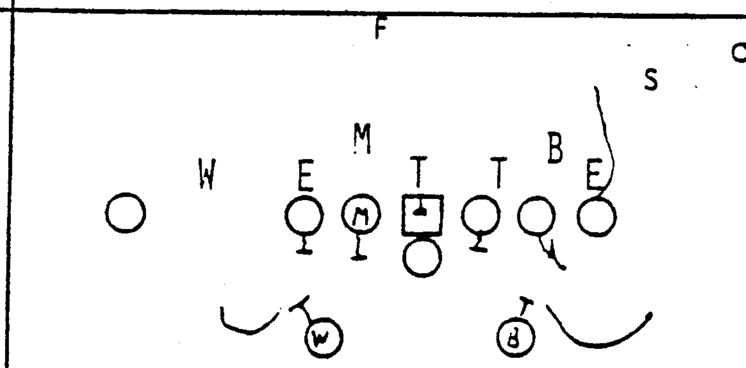
PLAY 24 (25)

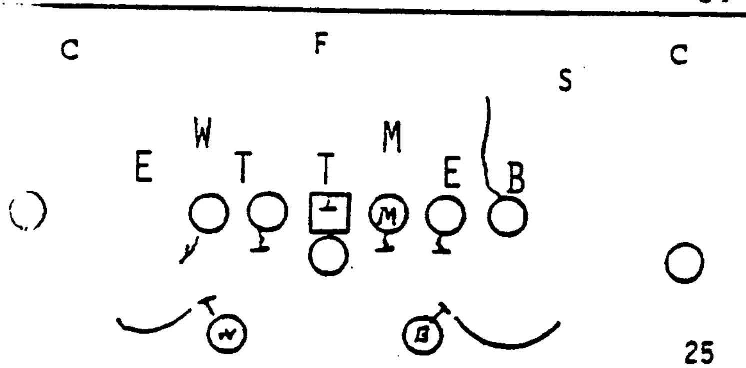
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	BASE
RT	BASE
Y	PATTERN
Z	PATTERN
H	W
F	B
Q	BASIC RETREAT

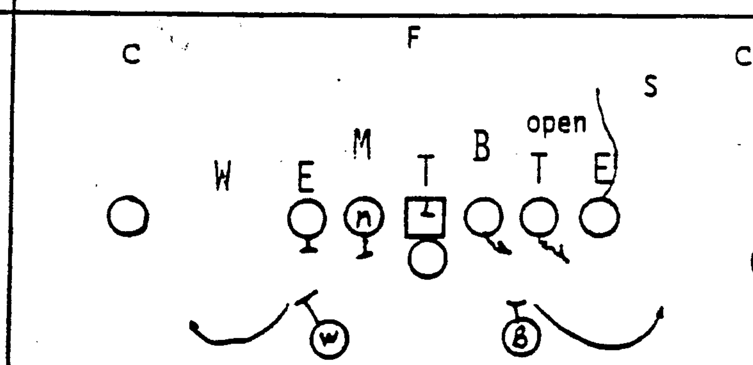


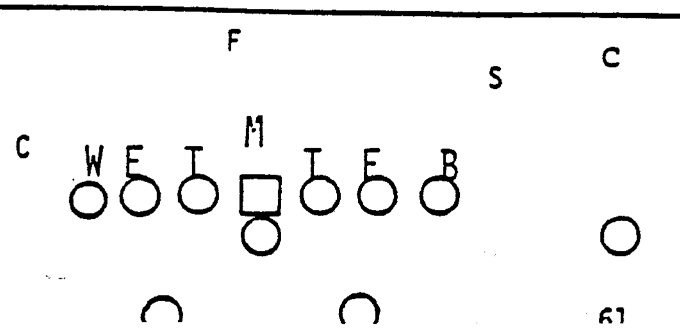


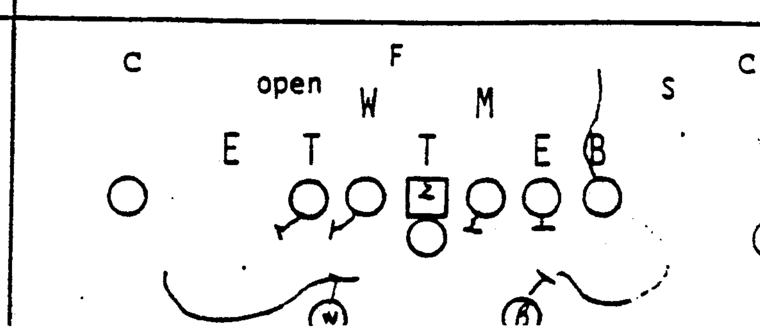






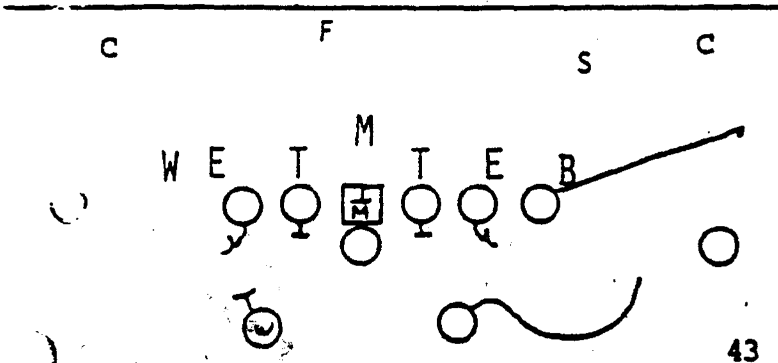


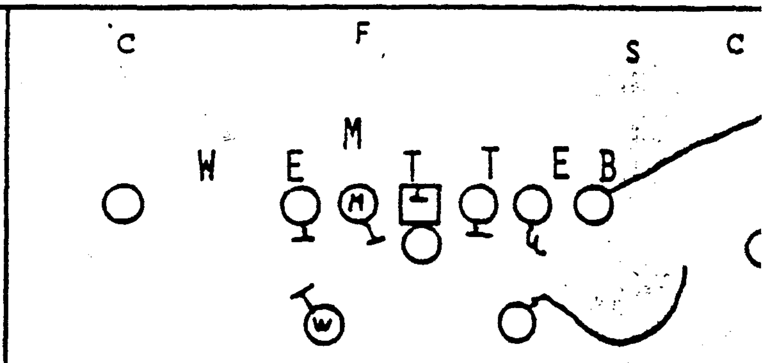


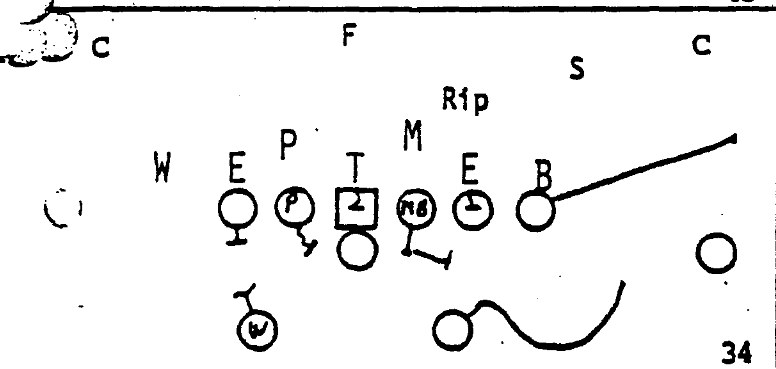


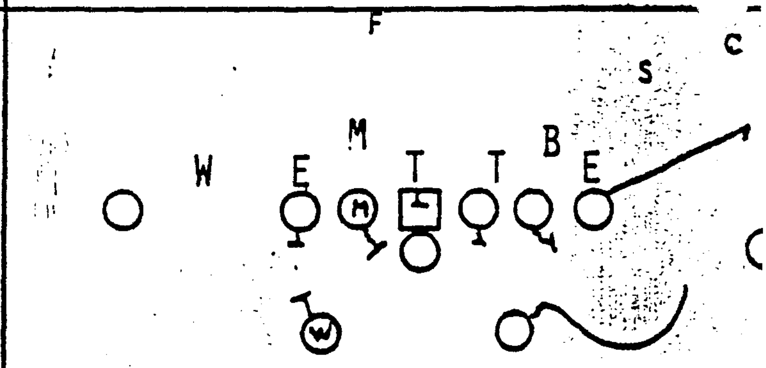
PLAY 26 (27)

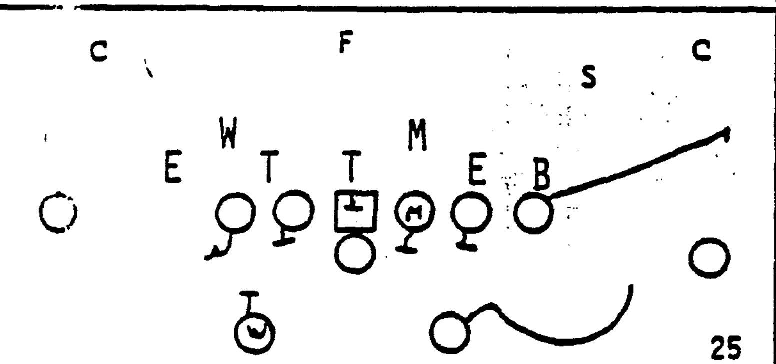
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	BASE (RIP VS 34)
RT	BASE
Y	PATTERN
Z	PATTERN
H	W
F	SCAT
Q	BASIC RETREAT

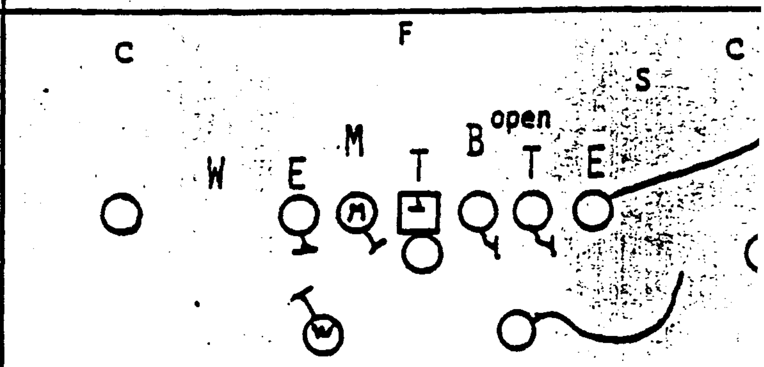


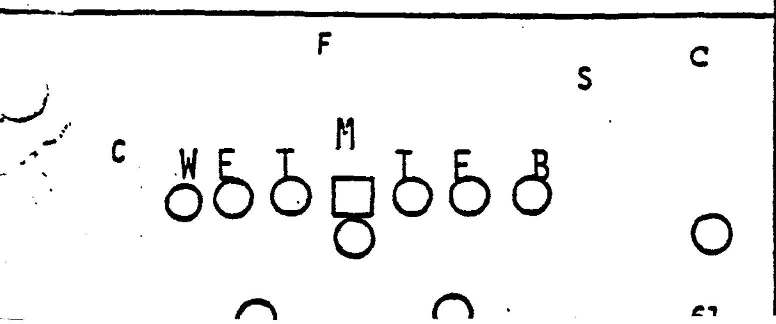


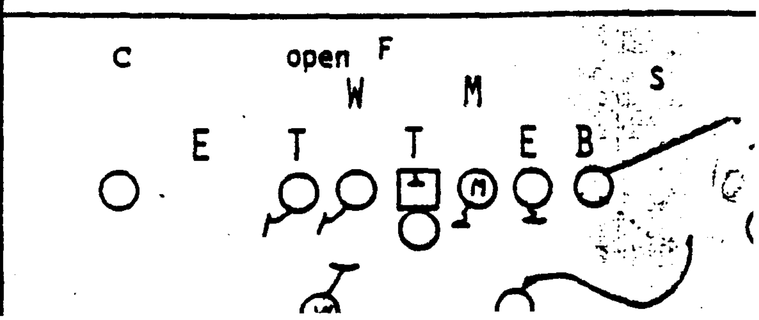






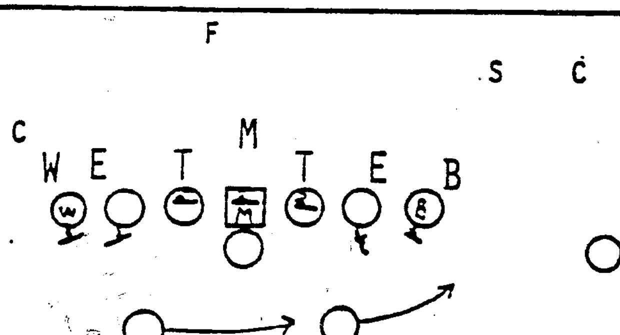




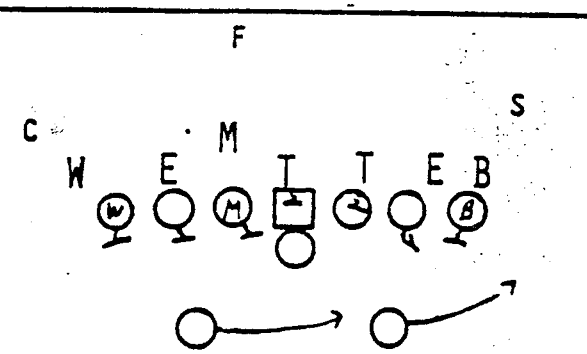


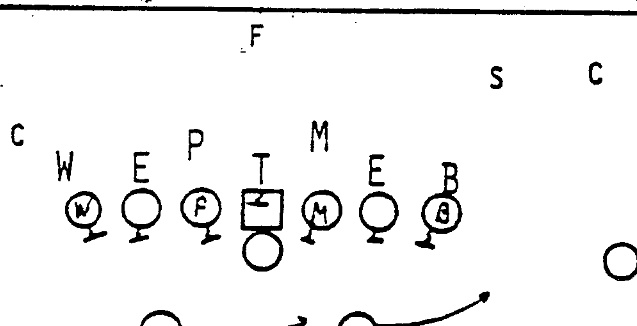
PLAY 28 (29)

X	ZONE
LT	ZONE
LG	ZONE
C	BASE
RG	ZONE
RT	ZONE
Y	ZONE
Z	PATTERN
H	SCAT
F	SCAT
Q	BASIC RETREAT

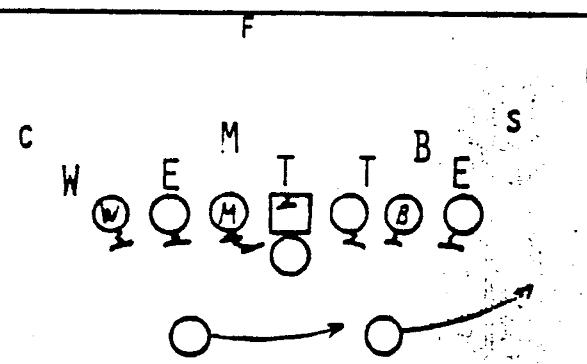


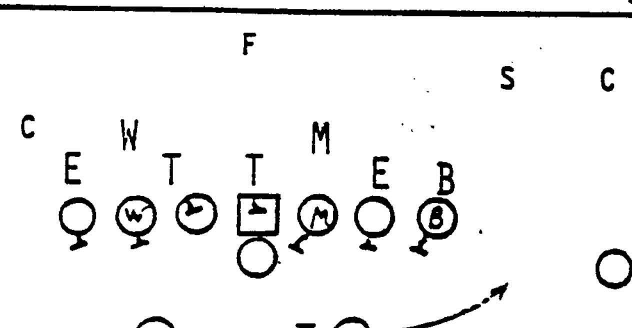
43



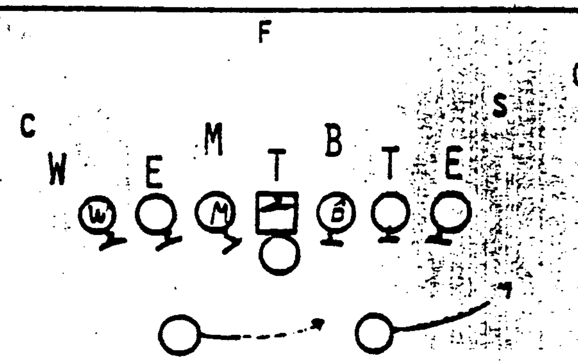


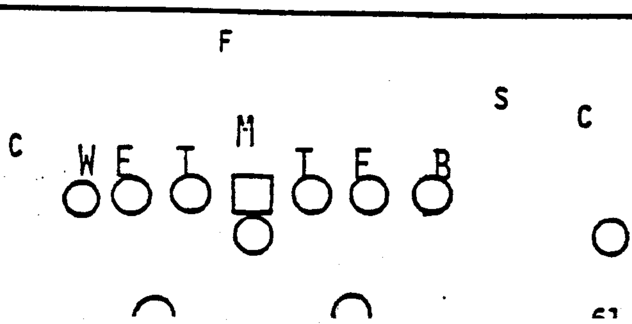
34

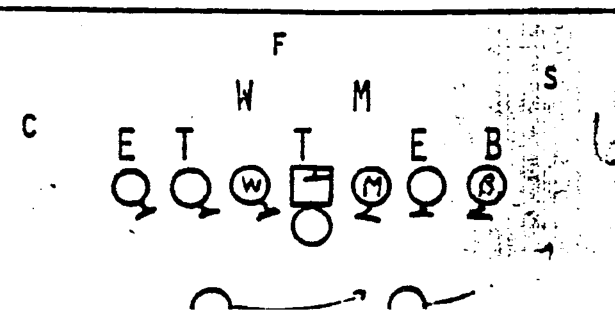




25

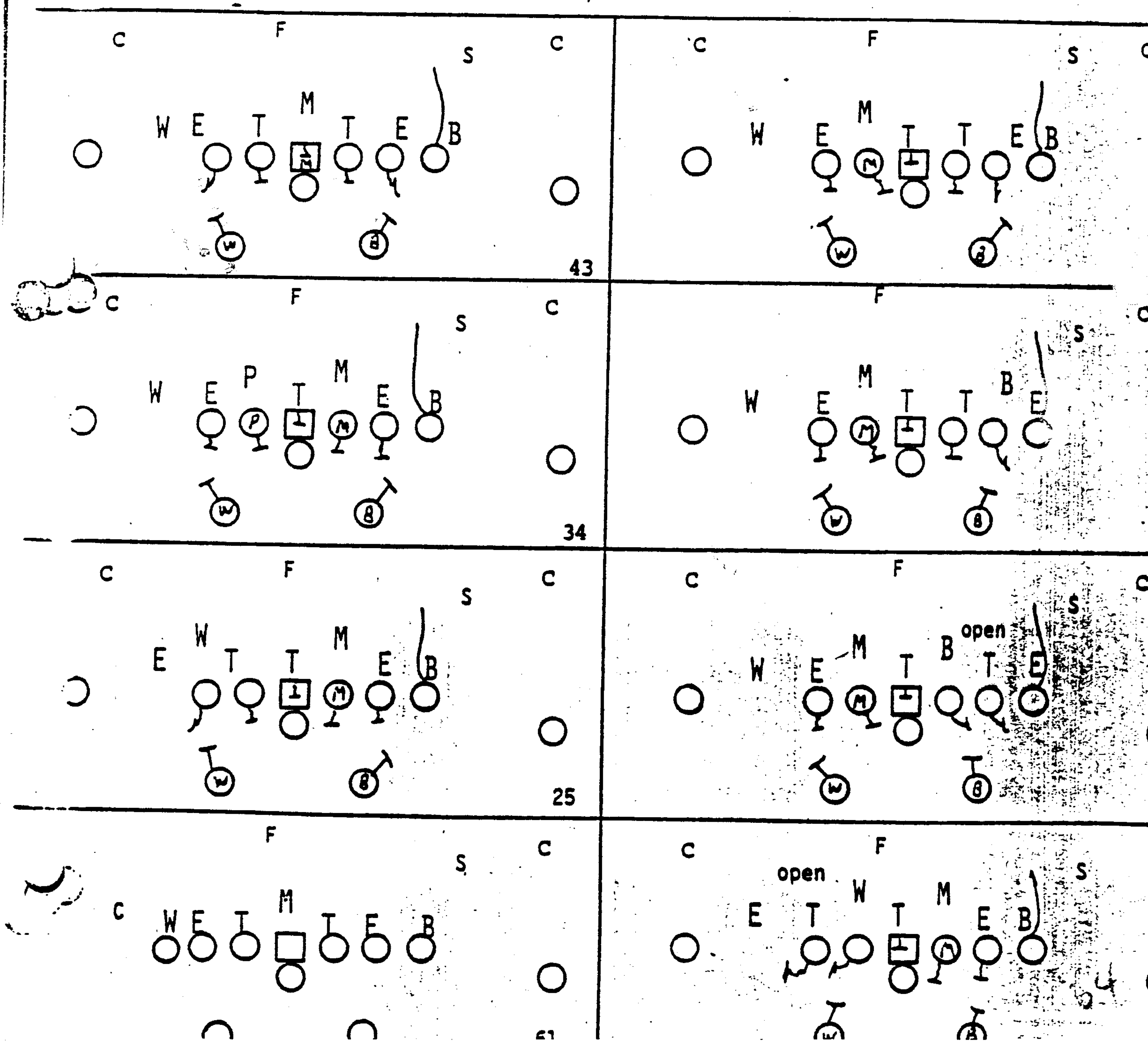






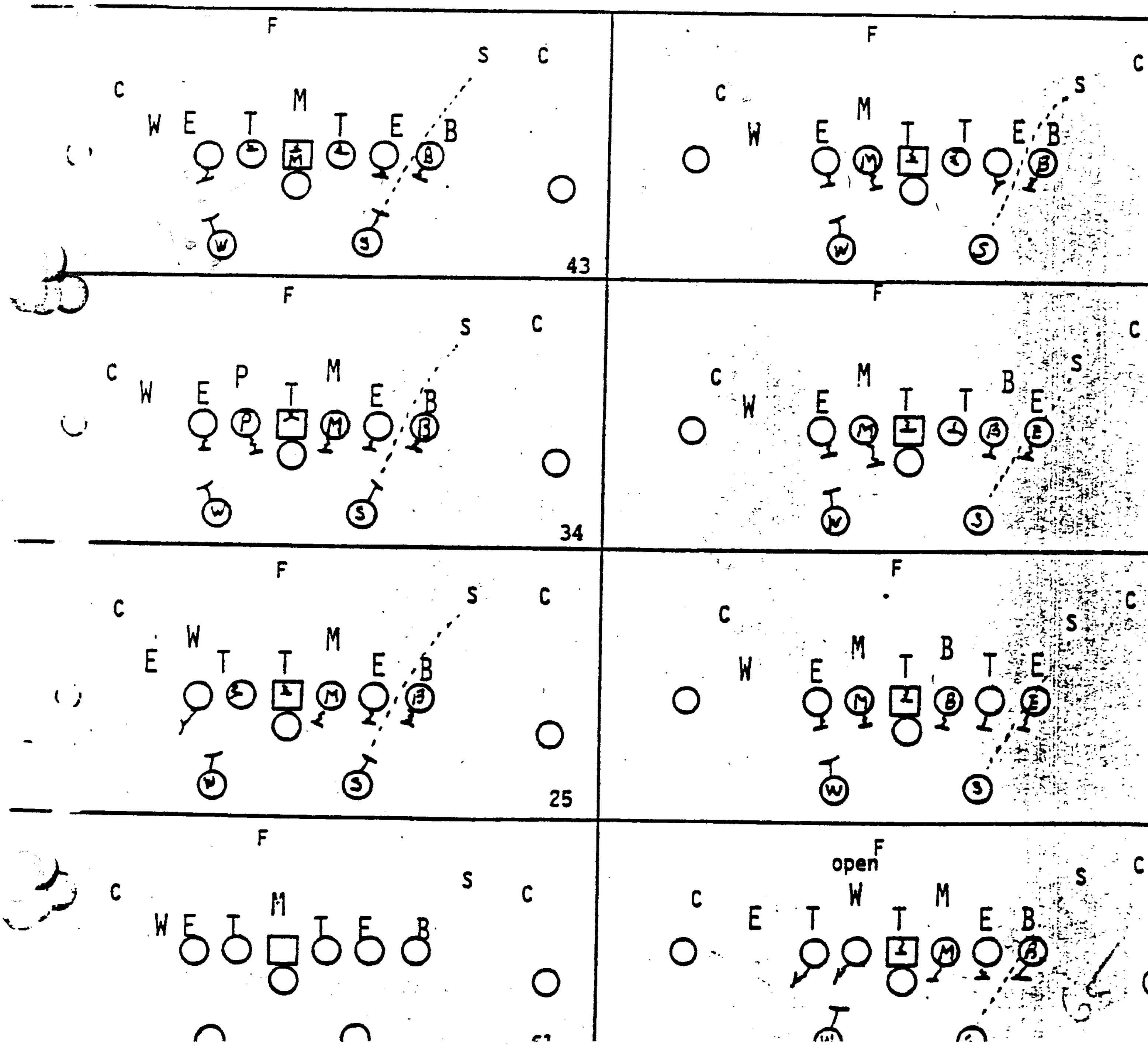
PLAY 54 (55)

X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	BASE
RT	BASE
Y	PATTERN
Z	PATTERN
H	W
F	B
Q	BASIC RETREAT



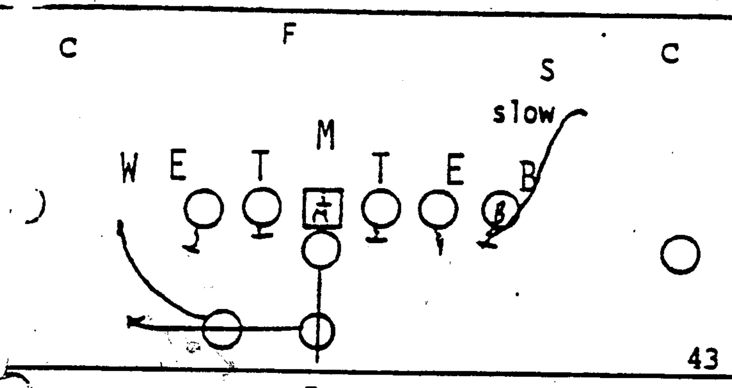
PLAY 58 (59)

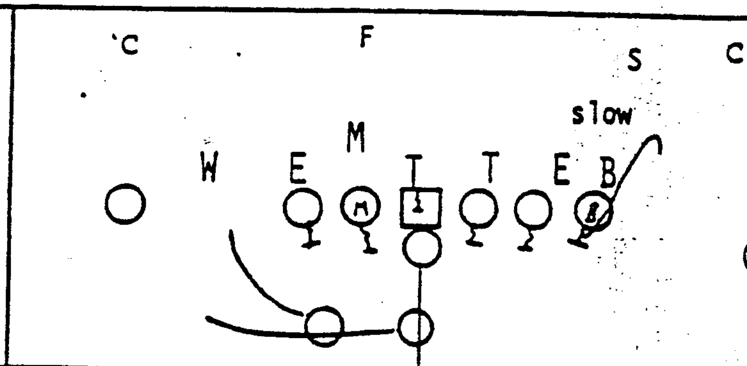
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	ZONE
RT	ZONE
Y	ZONE
Z	PATTERN
H	W
F	STRONG SAFETY
Q	BASIC RETREAT

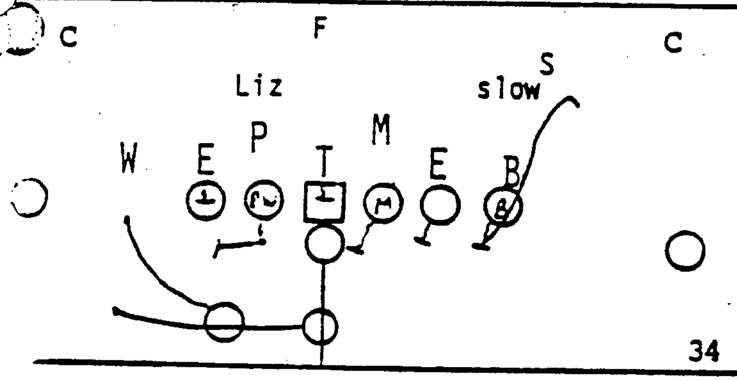


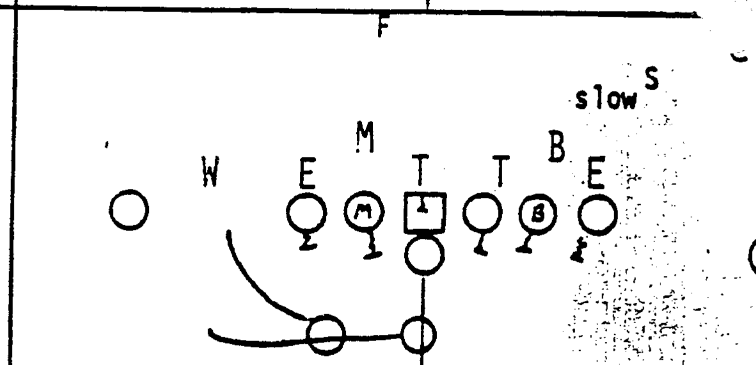
PLAY 70 (71)

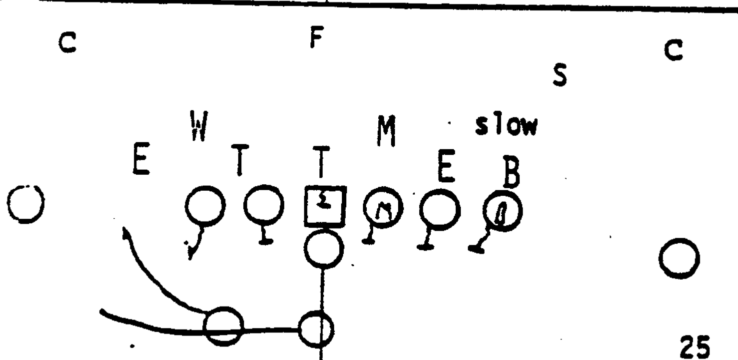
X	PATTERN
LT	BASE
LG	BASE (LIZ VS 34)
C	BASE
RG	ZONE
RT	ZONE
Y	ZONE
Z	PATTERN
H	SCAT
F	SCAT
Q	BASIC RETREAT

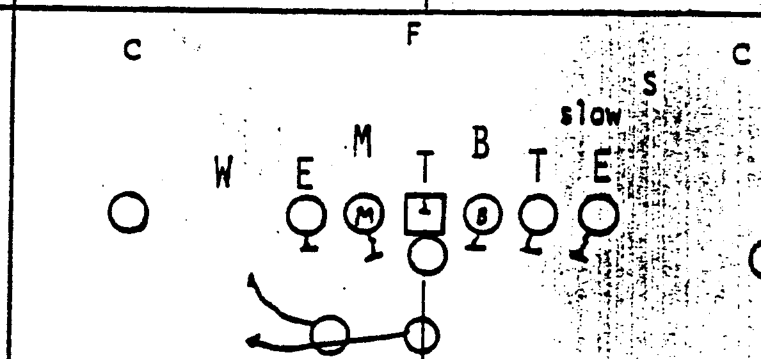


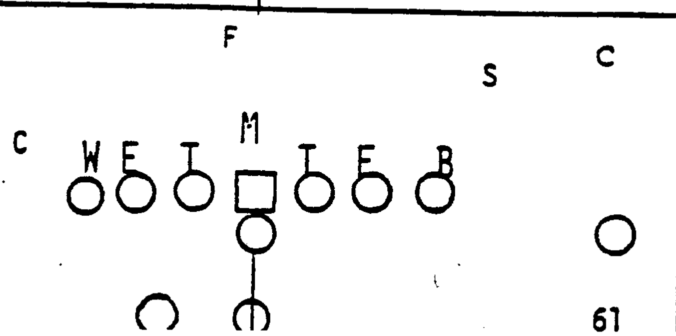


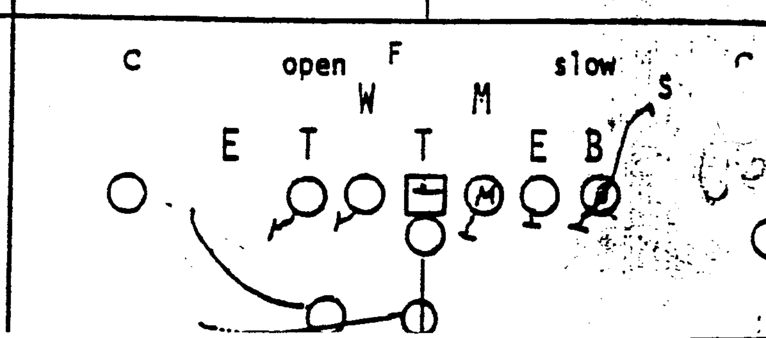






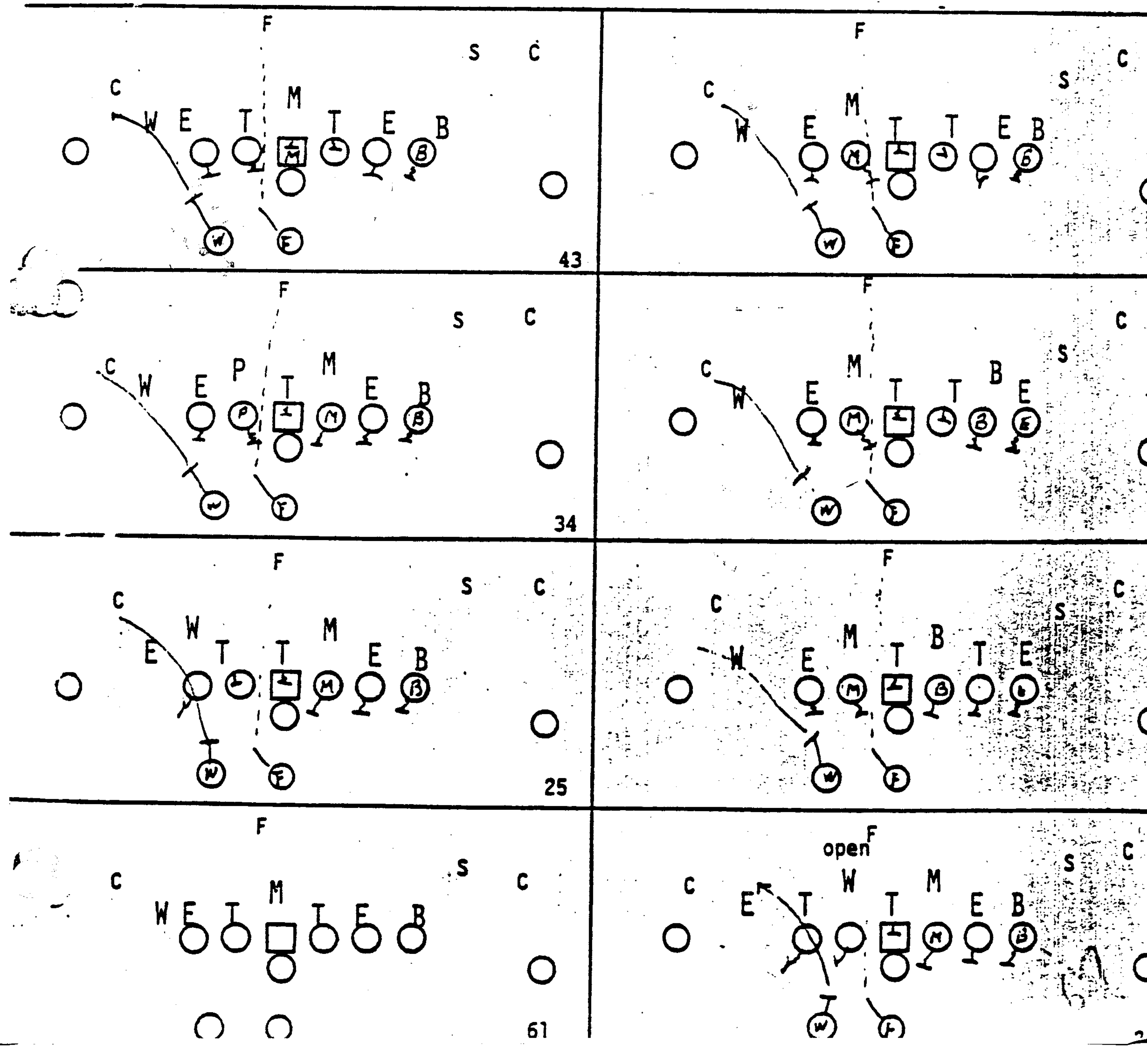






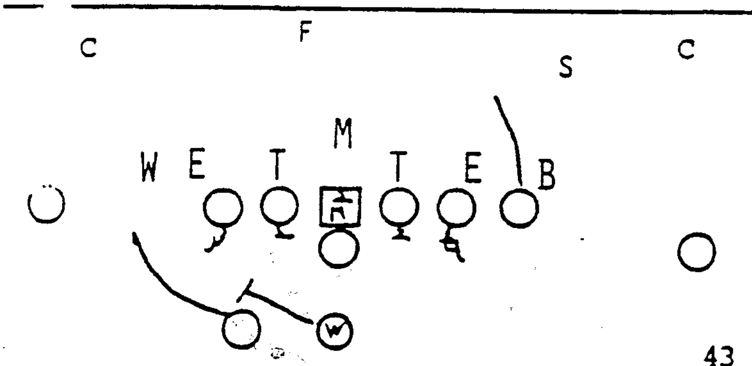
PLAY 74 (75)

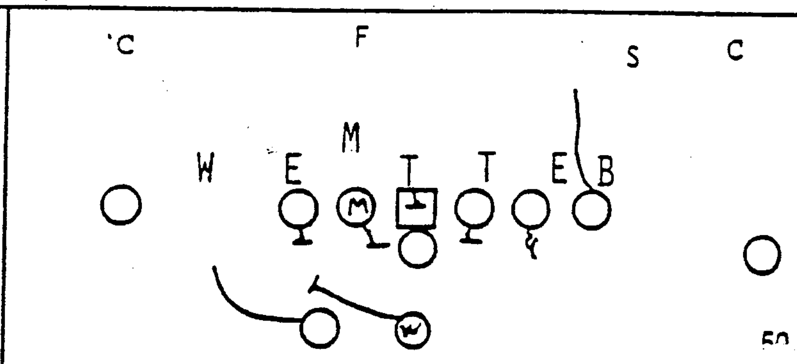
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	ZONE
RT	ZONE
Y	ZONE
Z	PATTERN
H	W
I	WEAK SAFETY
Q	BASIC RETREAT

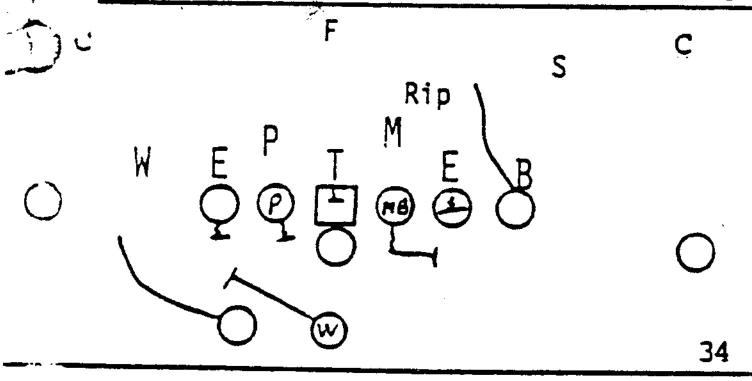


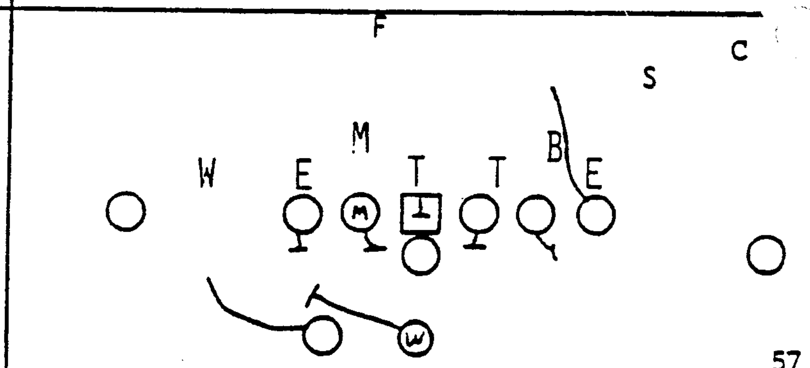
PLAY 76 (77)

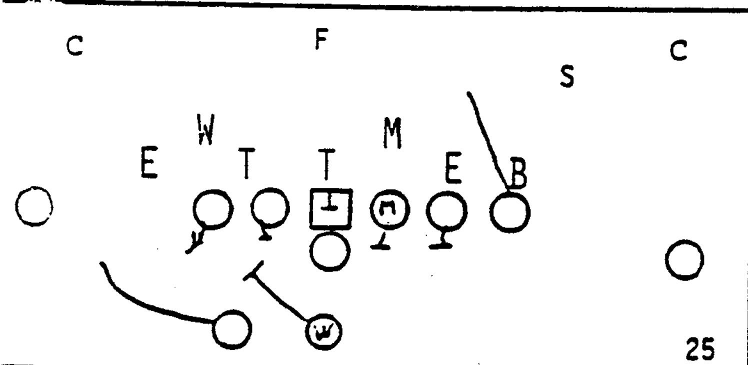
X	Pattern
LT	Base
LG	Base
C	Base
RG	Base (Rip vs 34)
RT	Base
Y	Pattern
Z	Pattern
H	Scat
F	W
Q	Basic Retreat

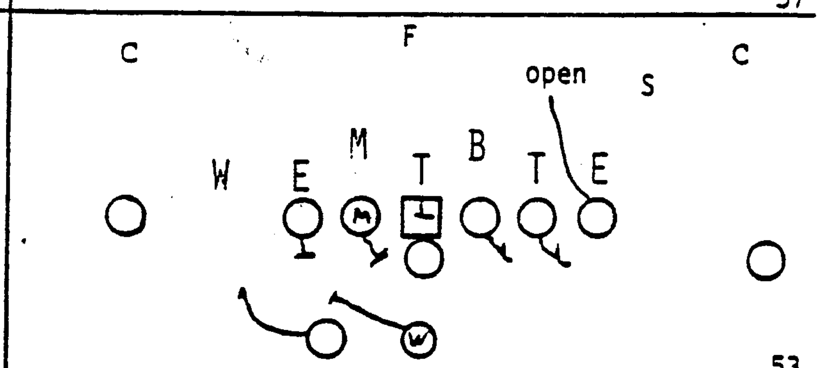


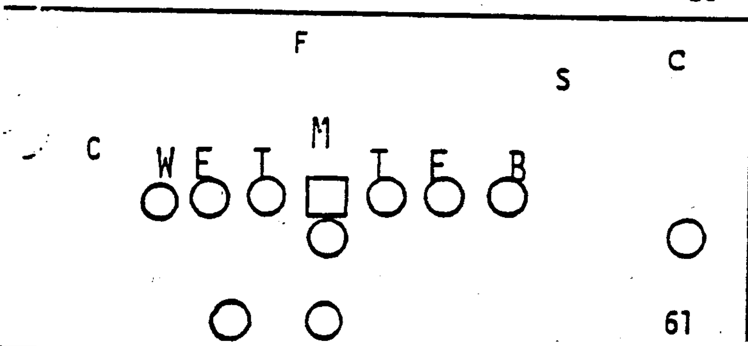


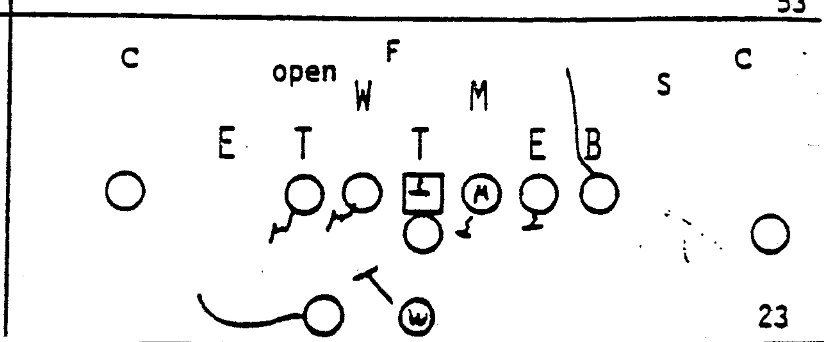




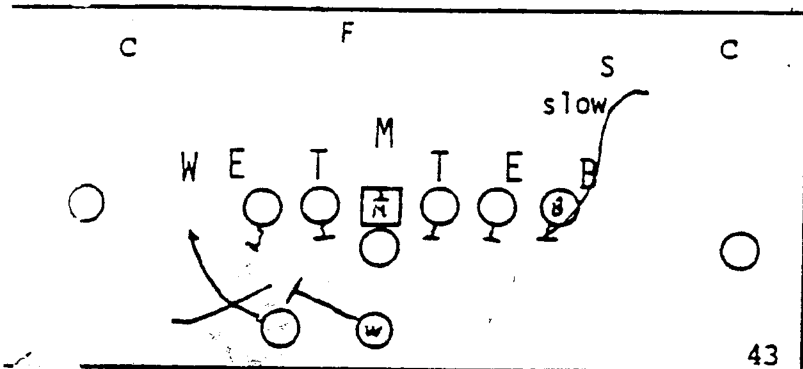


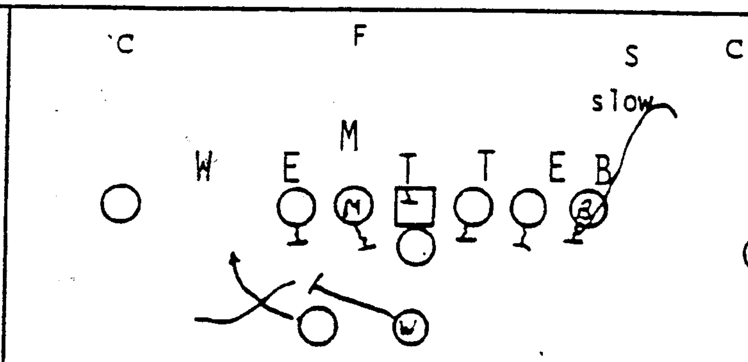


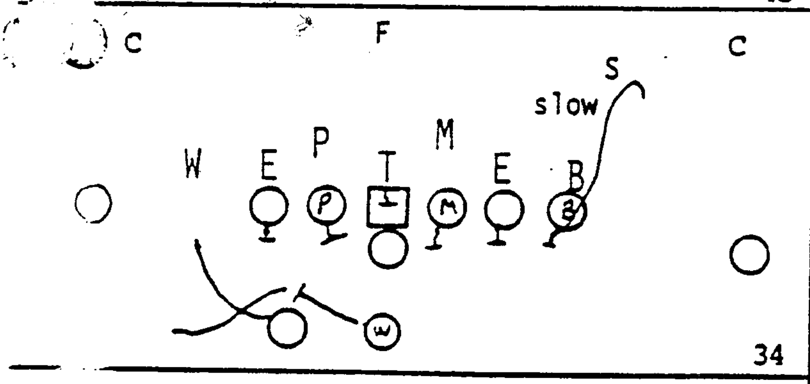


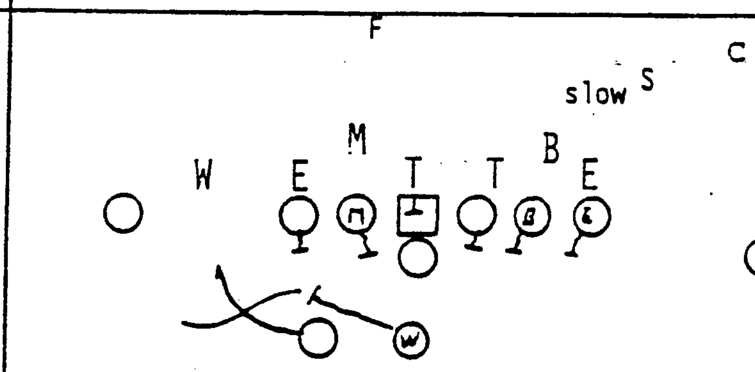


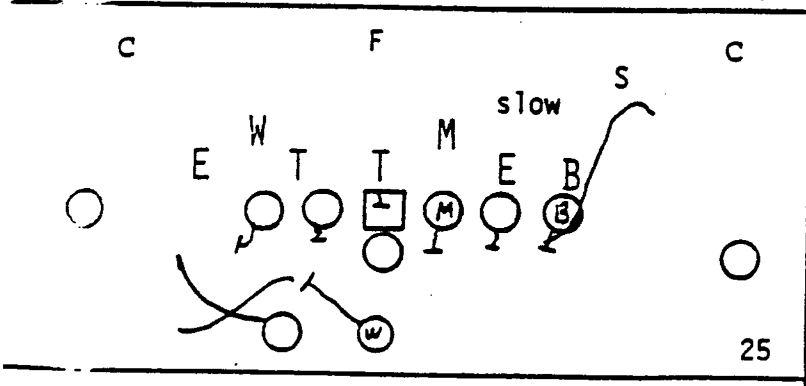
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	ZONE
RT	ZONE
Y	ZONE
Z	PATTERN
H	SCAT
F	W
Q	BASIC RETREAT

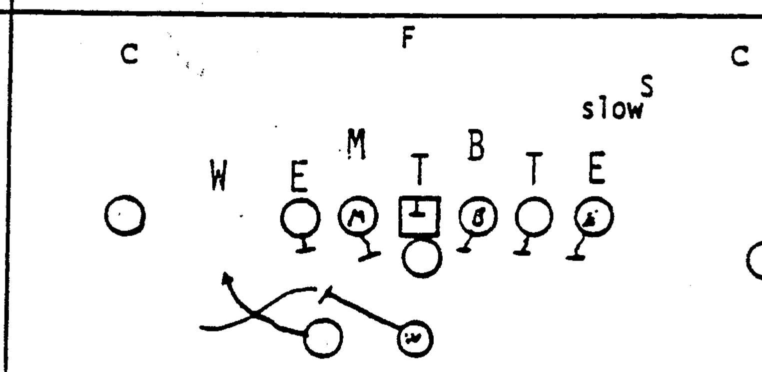


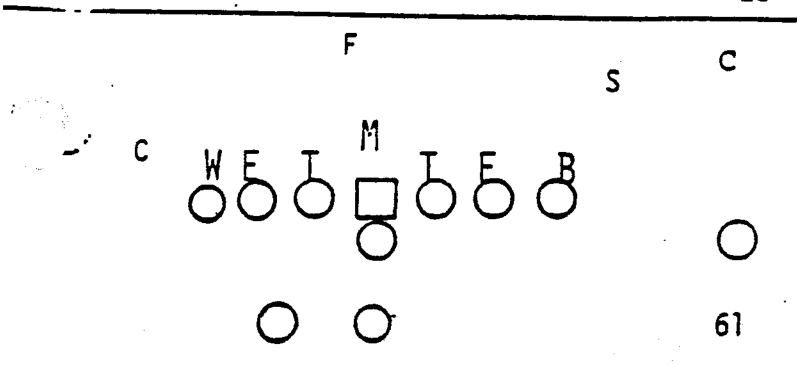


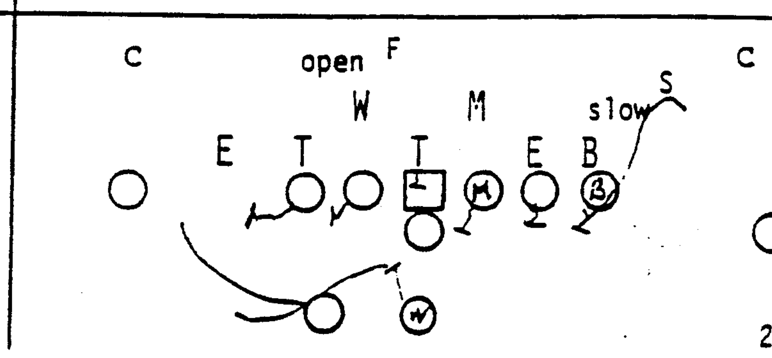






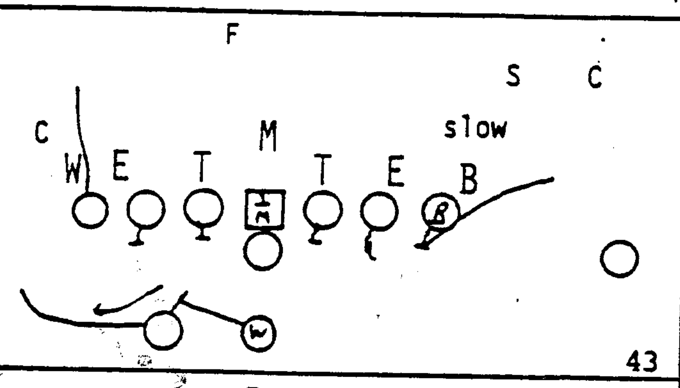


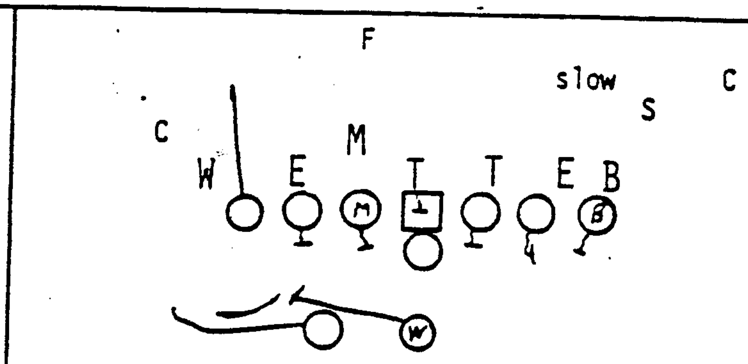


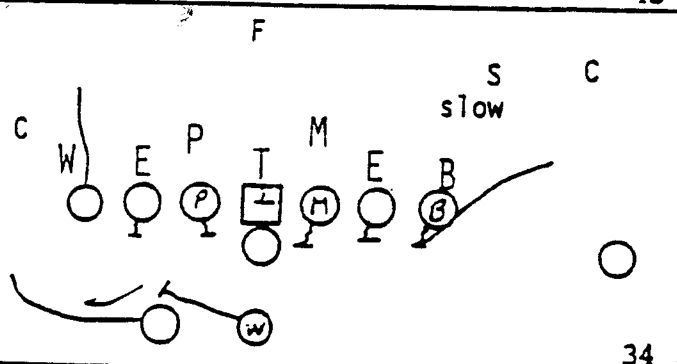


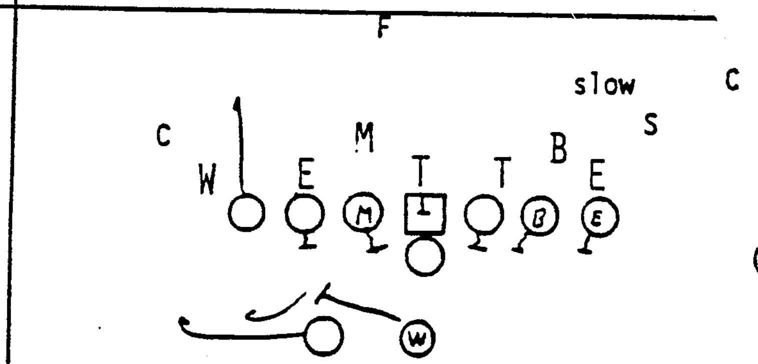
PLAY T 78 (79)

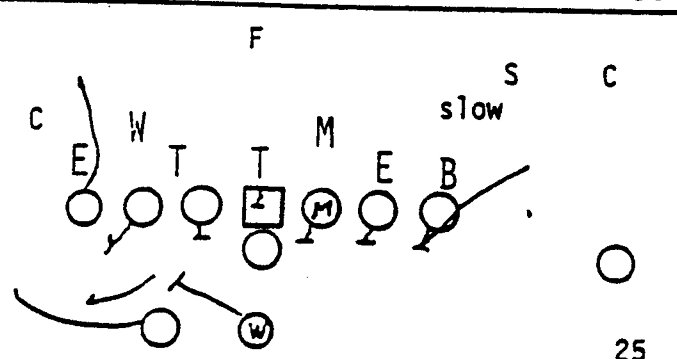
X	PATTERN
LT	BASE
LG	BASE
C	BASE
RG	ZONE
RT	ZONE
Y	ZONE
Z	PATTERN
H	SCAT
F	W
Q	BASIC RETREAT

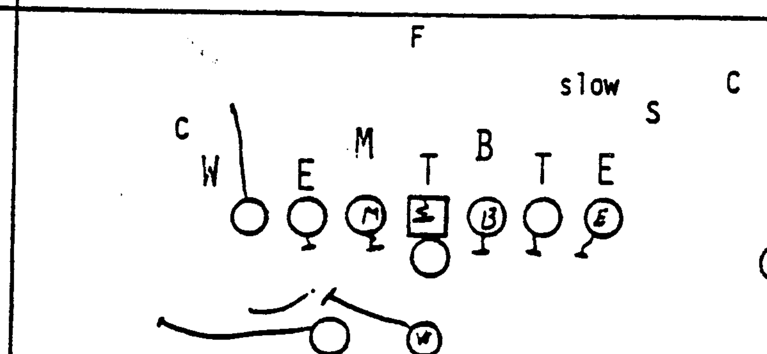


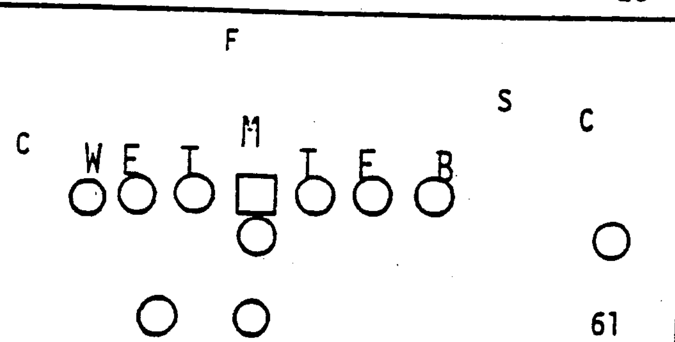


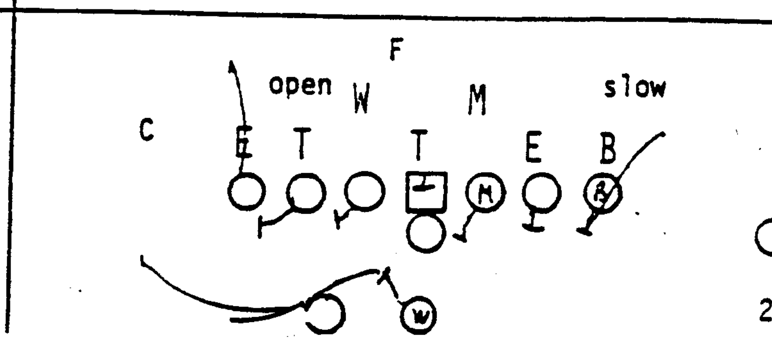






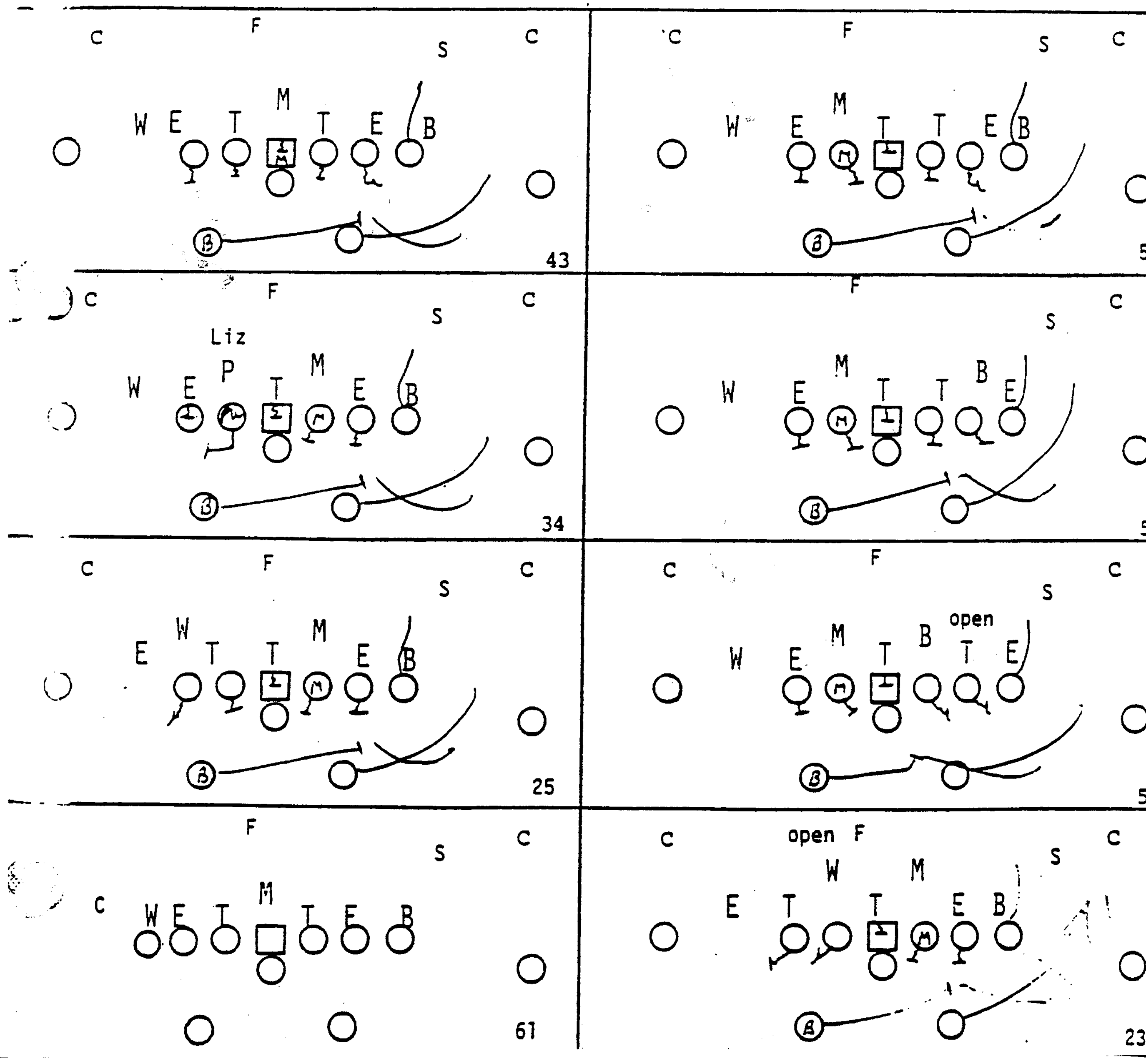






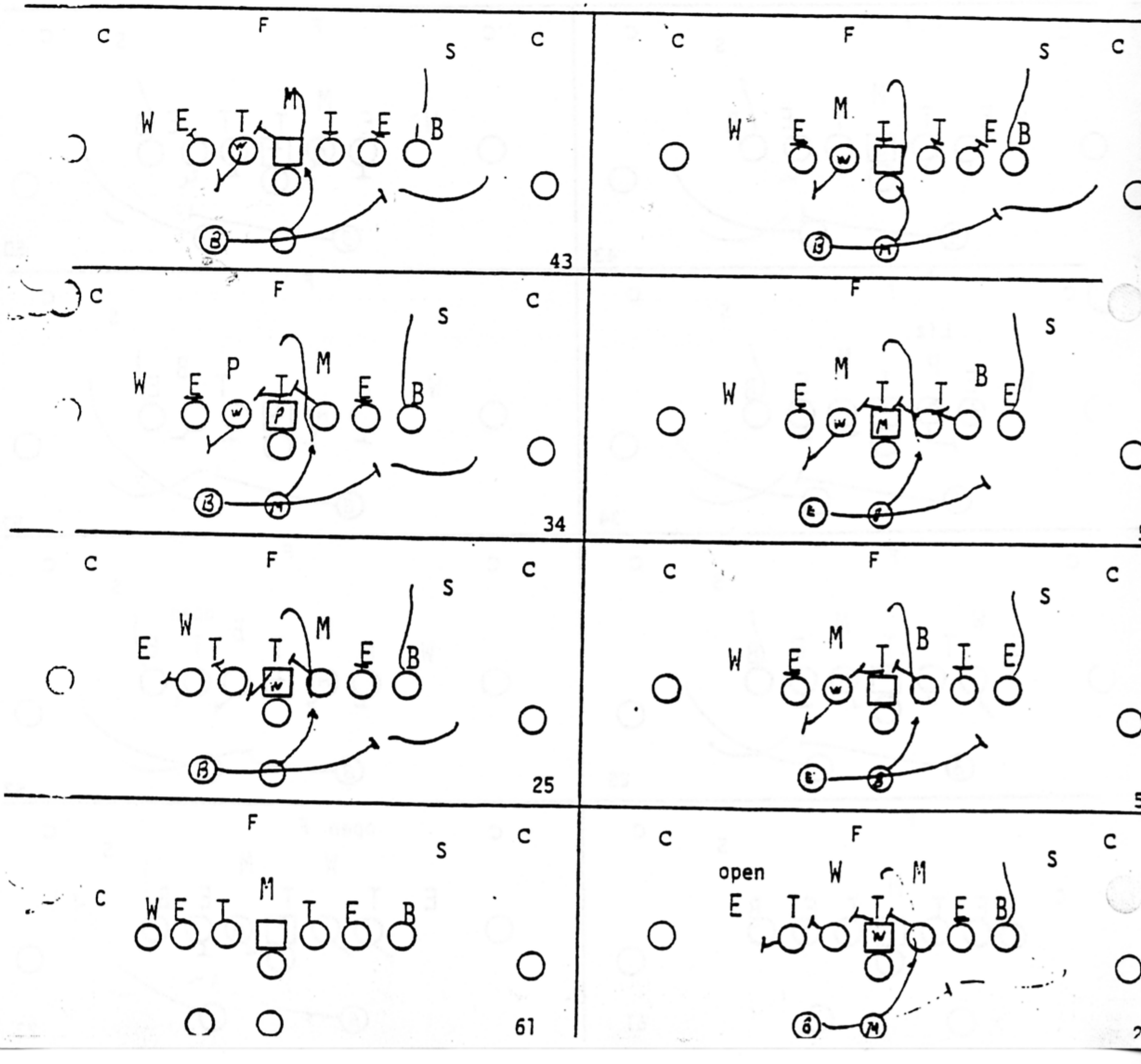
PLAY 80 (81)

X	Pattern
LT	Base
LG	Base (Liz vs 34)
C	Base
RG	Base
RT	Base
Y	Pattern
Z	Pattern
H	16 (17) Action--Responsible For "B" Backer
F	Scat To Pattern
Q	Basic Retreat



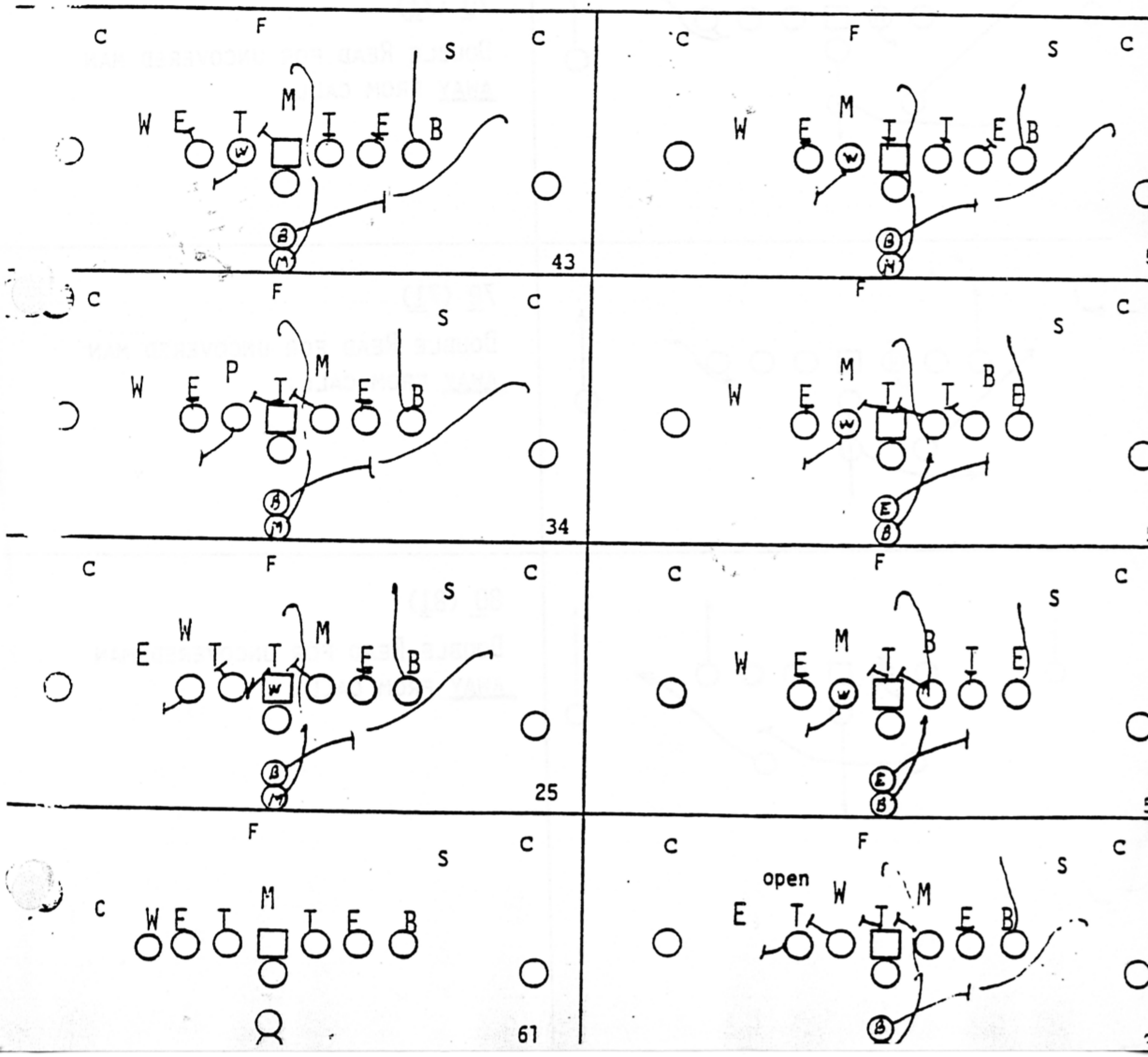
PLAY Pass FB 2(3)

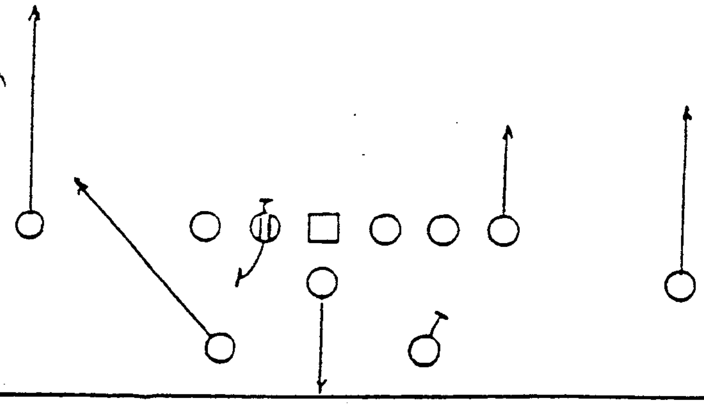
X	Pattern	
LT	Base	Semi Aggressive
LG	Slide	
C	Slide	
RG	Slide	
RT	Zone	
Y	Pattern	
Z	Pattern	
H	#3, NT wide flare	
F	1st Bubble LB from onside, NT thru	
Q	Quick Fake to FB, basic drop	



PLAY Pass HB 2 (3)

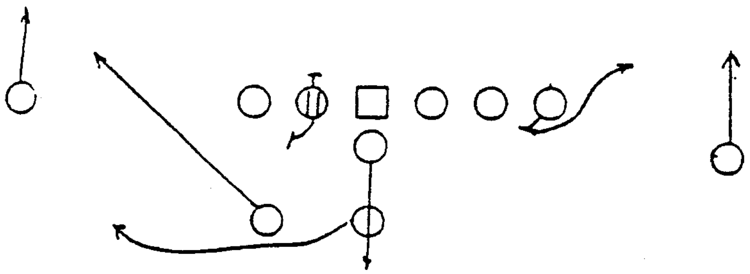
X	Pattern	
LT	Base	Semi Aggressive
LG	Slide	
C	Slide	
RG	Slide	
RT	Zone	
Y	Pattern	
Z	Pattern	
H	1st Bubble LB from onside, NT thru	
F	#3, NT slow flat	
Q	Quick Fake to FB, basic drop	





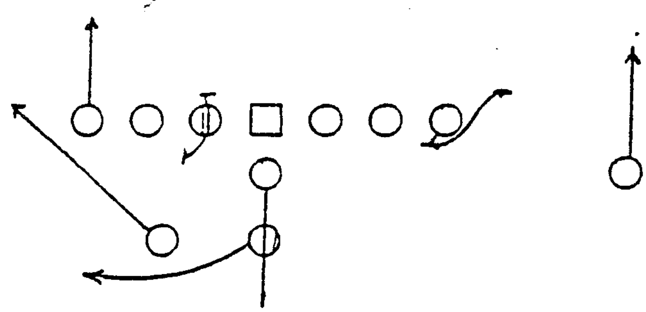
20 (21)

DOUBLE READ FOR UNCOVERED MAN AWAY FROM CALL.



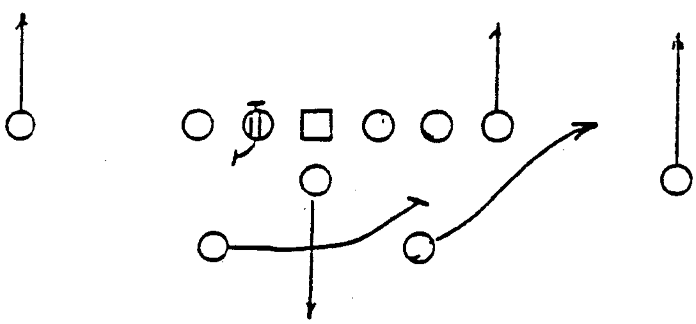
70 (71)

DOUBLE READ FOR UNCOVERED MAN AWAY FROM CALL.



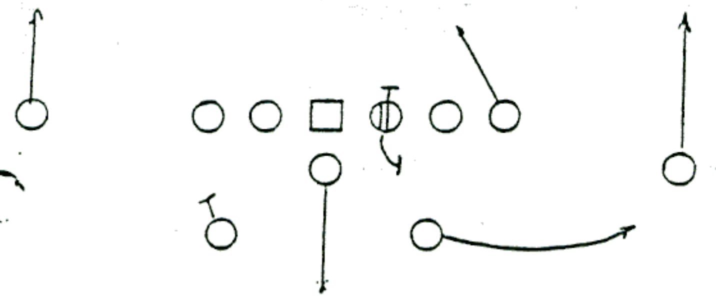
70 (71)

DOUBLE READ FOR UNCOVERED MAN AWAY FROM CALL.



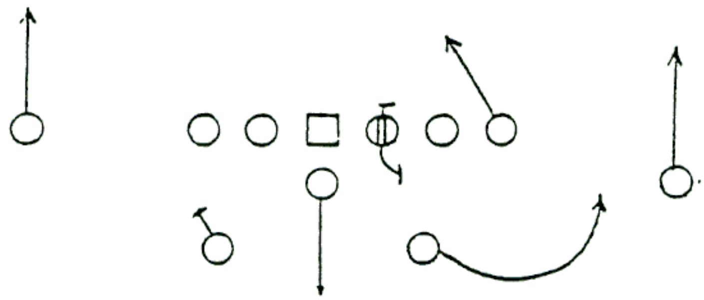
80 (81)

DOUBLE READ FOR UNCOVERED MAN AWAY FROM CALL.



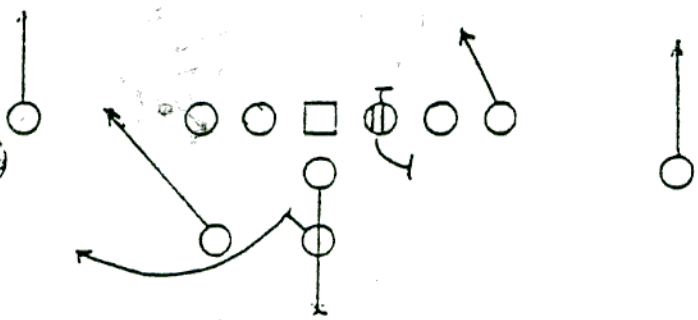
22 (23)

Double Read by Guard to side of c



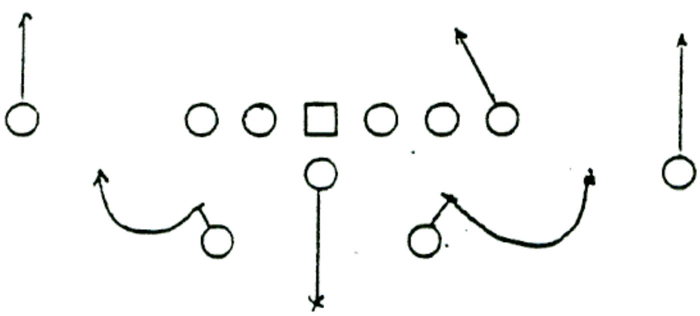
26 (27)

Double Read by Guard to side of ca



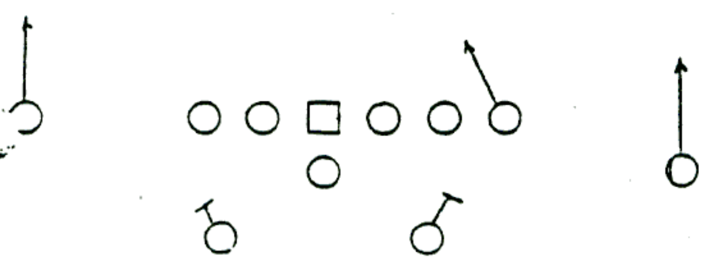
76 (77)

Double Read by Guard to side of cal



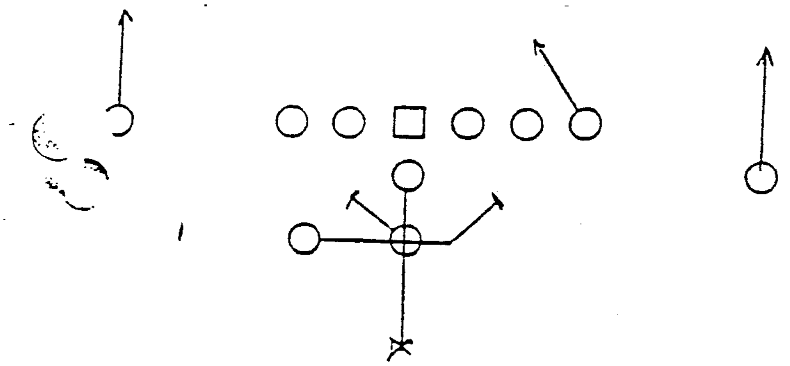
24 (25)

Backs block linebackers



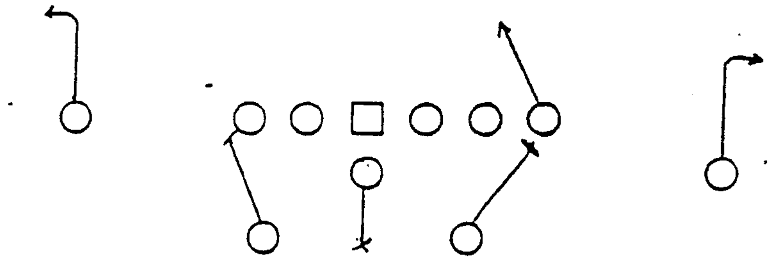
54 (55)

Backs block linebackers



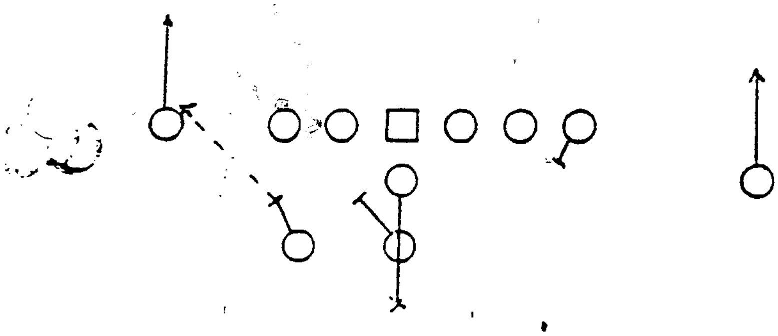
54 (55) Switch

Backs block linebackers



324 (325) Double Quick Out (Hitc

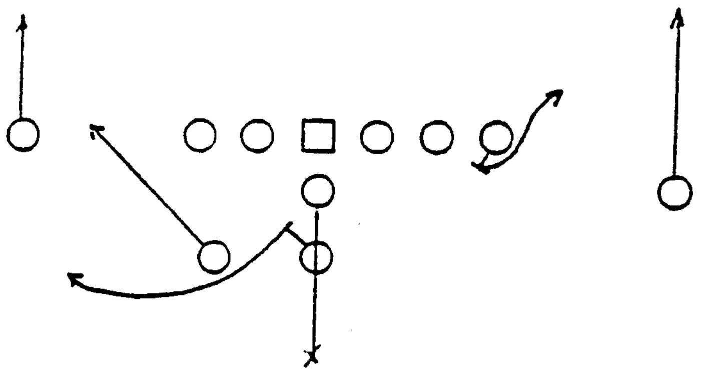
Backs block linebackers



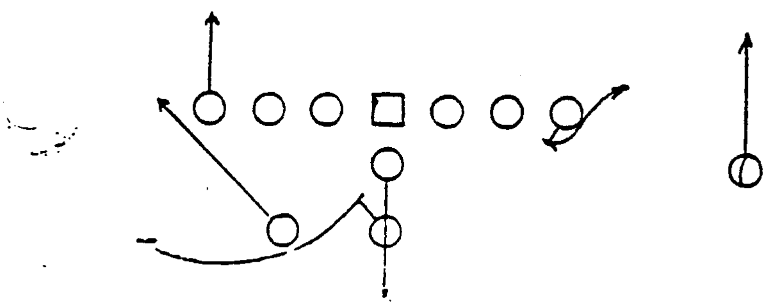
74 (75) Weak Safety Blitz

Backs block linebackers and we

safety.

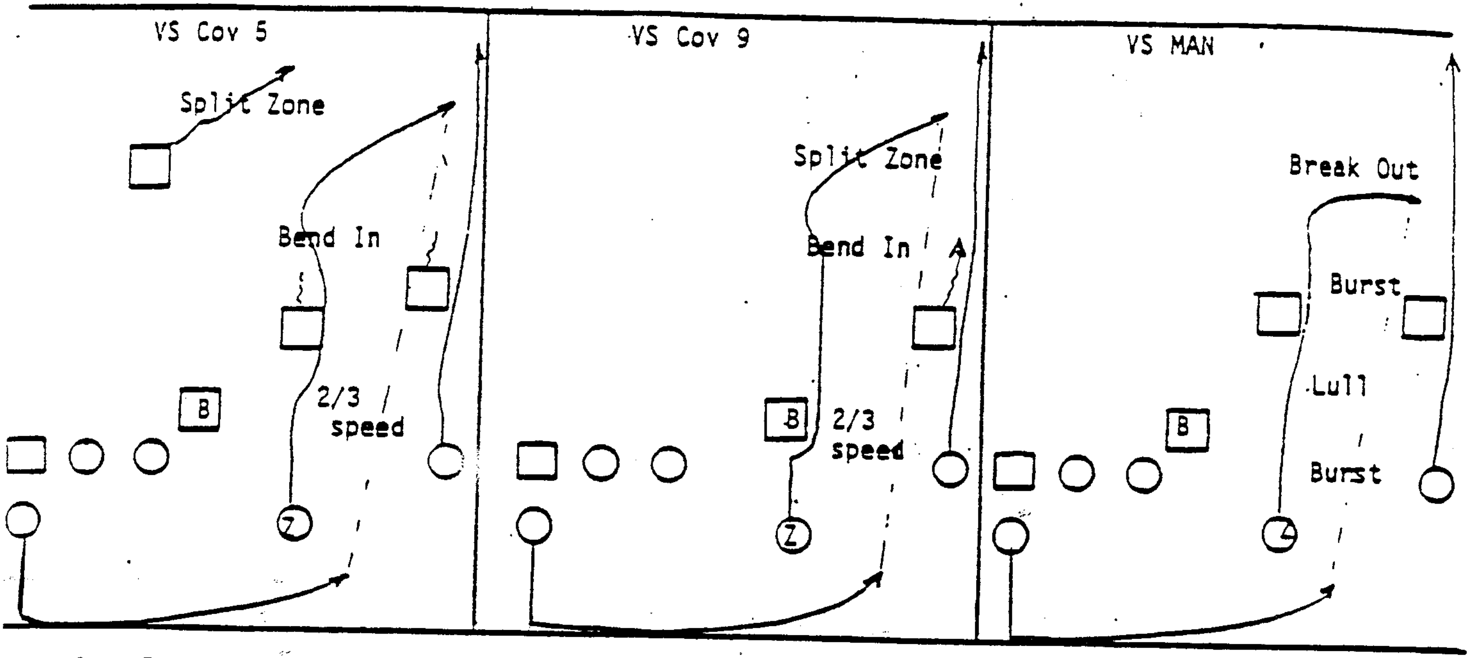


78 (79) Basic - "Y" Check



78 (79) Basic - "Y" Check
(with X Tight)

SLOT OUT PATTERN
DRIFT ACTION

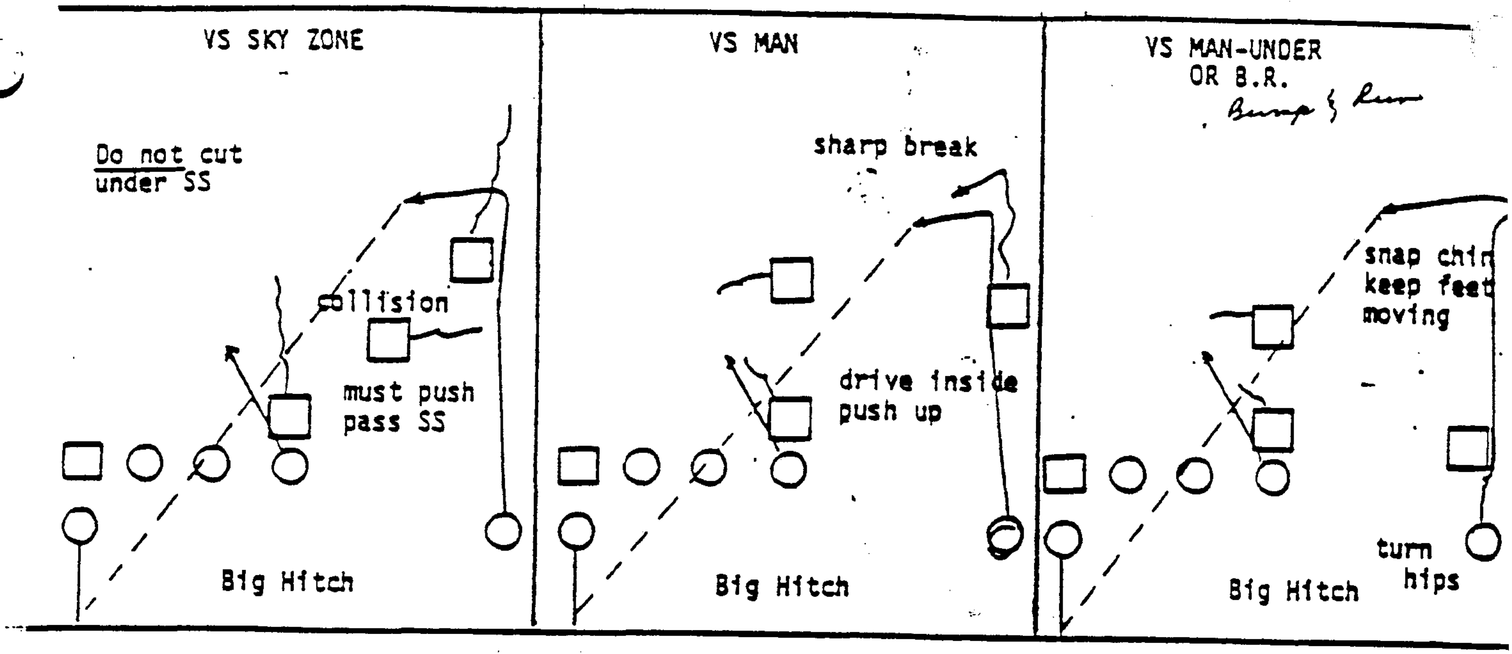


1. Basic split 8 yards from OT for slot.
2. Basic split 15 yards from OT for X.
3. Must push upfield 12-15 yards vs zone.
4. Vs cover 5 - cover 3 split zone behind cloud.
5. Vs man push upfield 20 yards - break out.

Quarterback - Drift

vs Could must drop ball over corner's head or throw to back in flat.

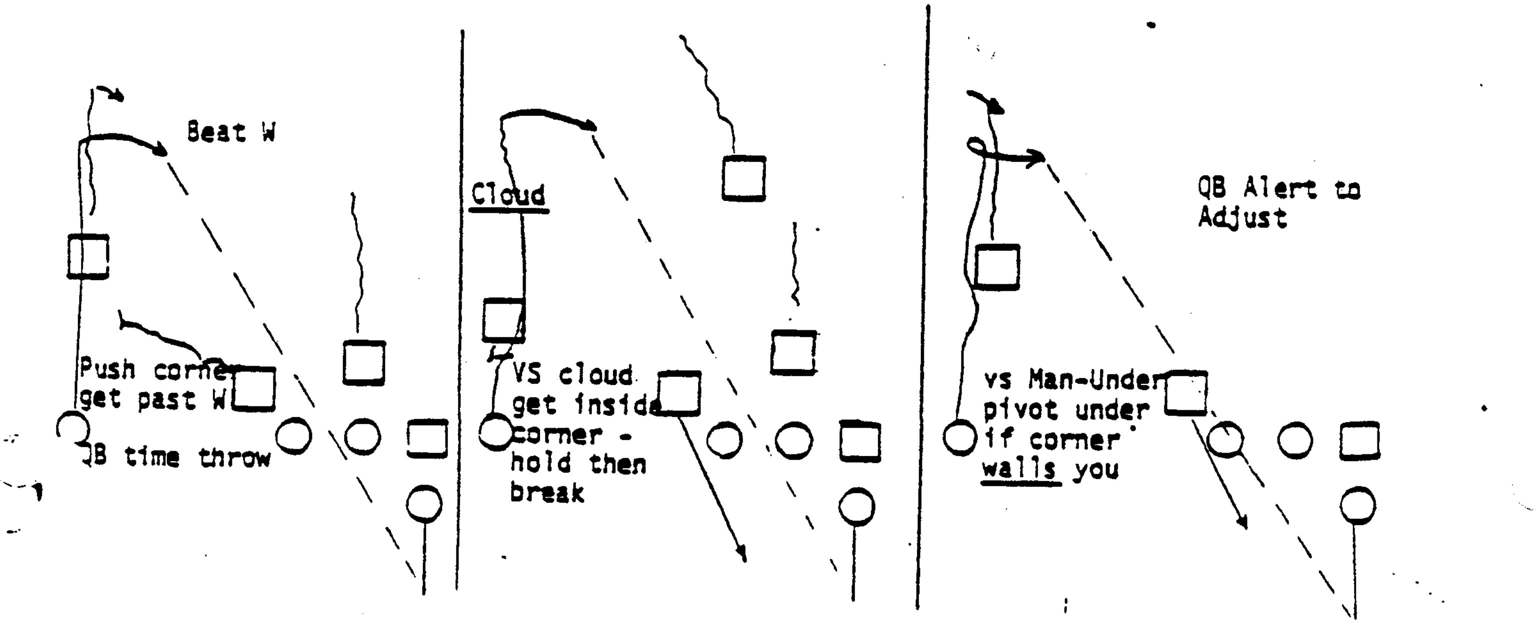
SQUARE IN PATTERN
(I.E. 22 Z IN)



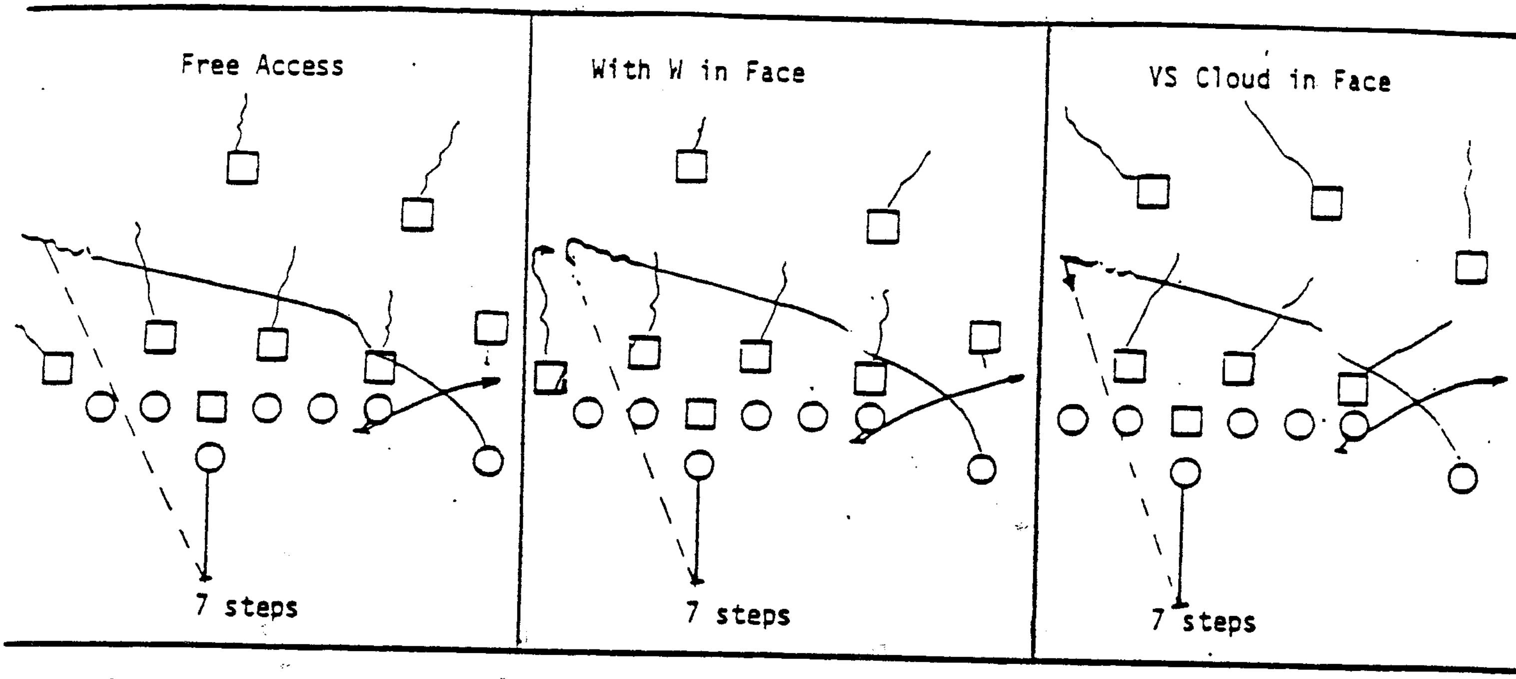
1. BASIC 14 YARD SPLIT.
2. DO NOT LET SKY SS COLLISION YOU - PUSH PAST SS. STAY ON OUTSIDE.
3. PUSH TO AT LEAST 12 YARD DEPTH (OR PAST SS). PLANT ON OUTSIDE FOOT. BREAK PARALLEL TO LOS - DO NOT FADE.
4. VS MAN COVER - BALL THROWN ON TIME 3 YARDS INSIDE.
5. KEY VS MAN - TURN CORNER OUT, DO NOT LET HIM INSIDE.
6. ALWAYS POSITION YOURSELF BETWEEN QB AND CORNER.

---

1. QUARTERBACK - 5 STEPS-HITCH-THROW - RECEIVER MUST BE INSIDE CORNER.
2. DO NOT PULL RECEIVER INTO BACKERS.
3. VS CLOUD HOLD BALL - ALLOW WR TO MANEUVER.
4. DO NOT THROW BALL IF FORCED TO HOLD BALL TOO LONG.

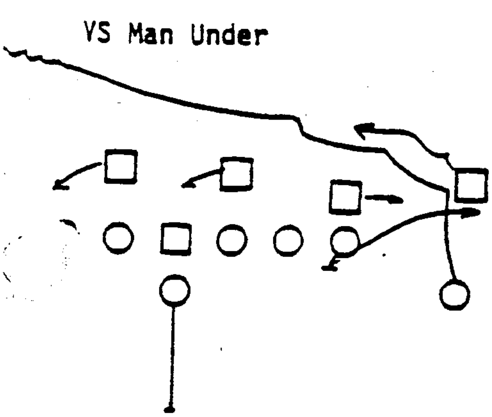


WR - SHALLOW CROSS

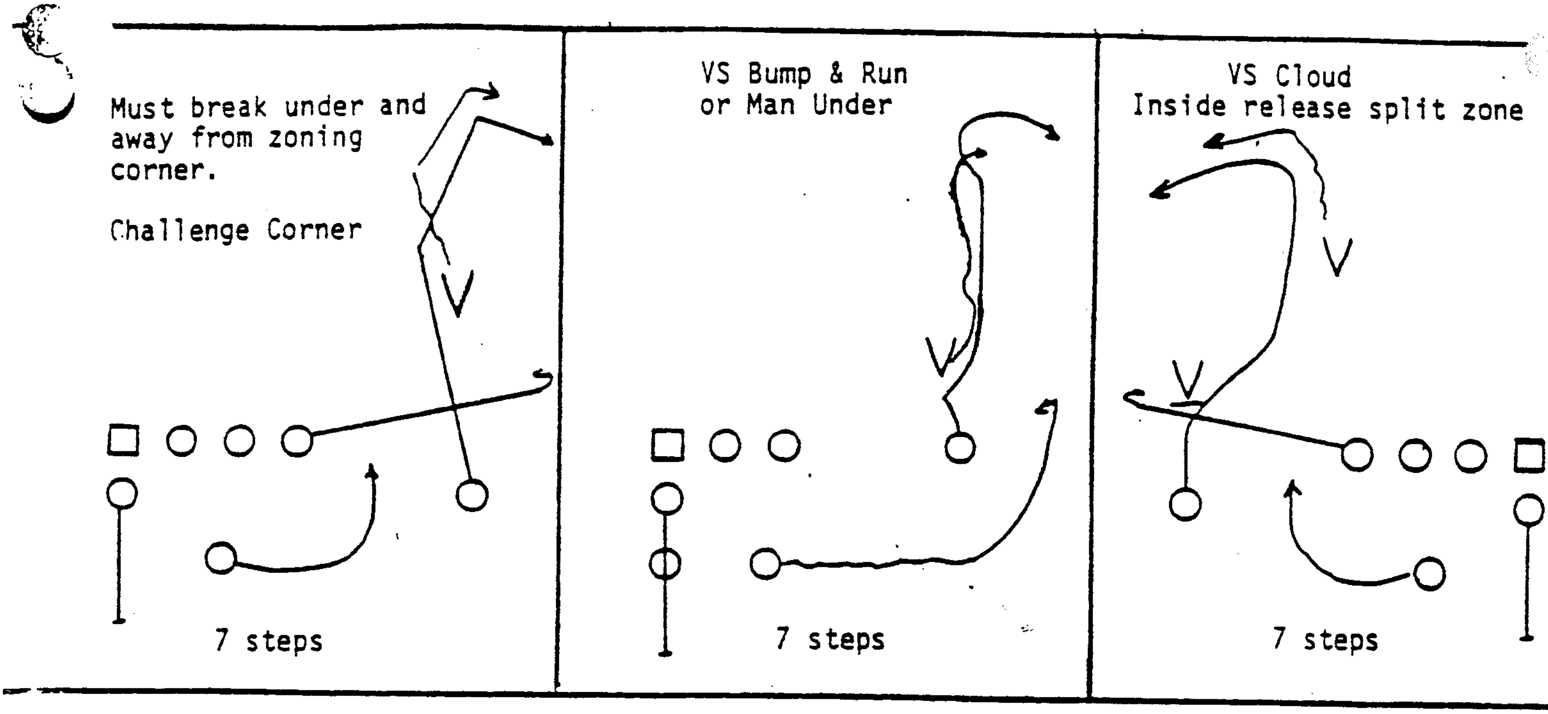


1. SPLIT VARIES BY PLAY - USUALLY 3 TO 6 YARDS.
2. SPRINT TO GET TO OTHER SIDE OF BALL.
3. MUST BE READY FOR QB TO STOP YOU WITH THROW.
4. LOOK AT QB WHEN WANT BALL -
   - *LOOK WHILE RUNNING - KEEP MOVING UNDER CONTROL.
   - *STOP THEN LOOK - DEFENDER IN FACE.

QUARTERBACK: KEY RECEIVER LOOK - ALERT FOR W AND CLOUD CORNER.



CIRCLE OUT (X OR FLANKER)

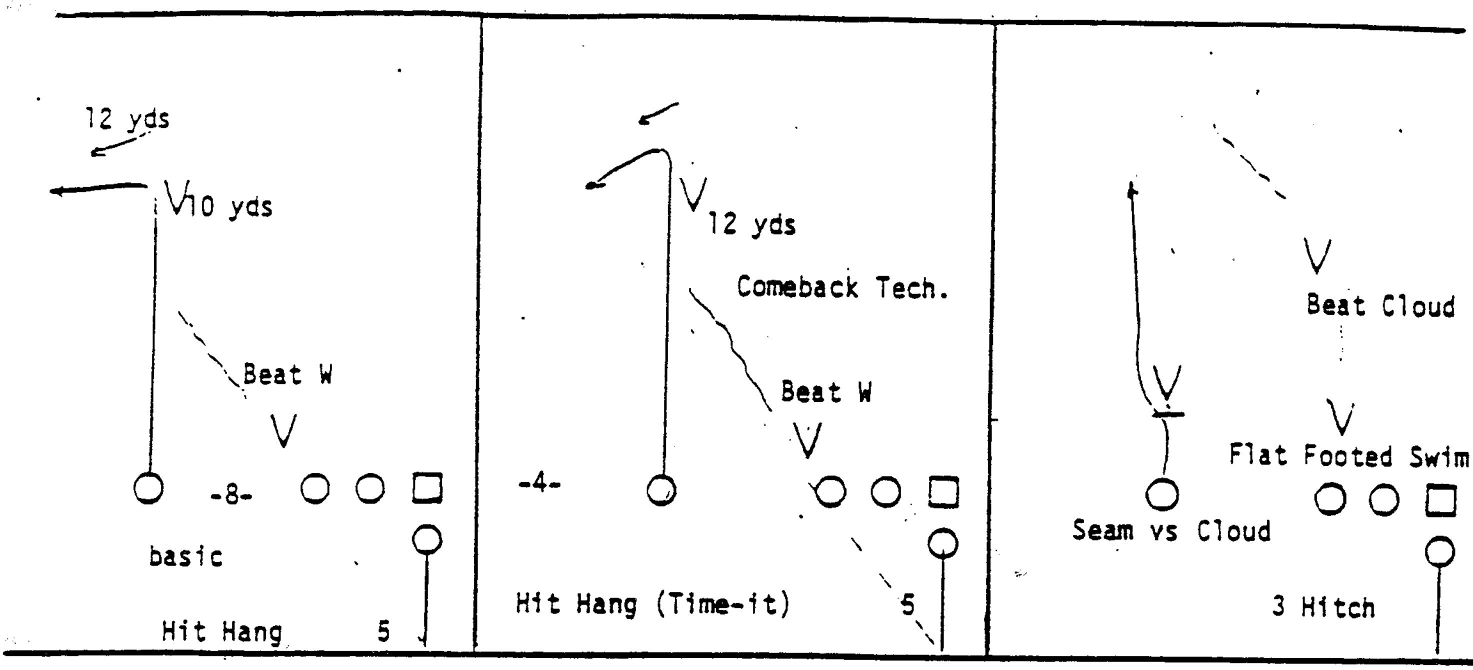


1. SPLIT VARIES BY GAME (6-14 YARDS).
2. ANGLE INSIDE TO 10 YARD DEPTH - BEND BACK TO OUTSIDE, AT 20 YARDS, BREAK TOWARD THE SIDELINE.
3. ON THE FIRST BREAK, CHALLENGE THE CORNERBACK - FOCUSING YOUR EYES ON HIM. YOU SHOULD BE ABOUT OVER YOUR ORIGINAL LINEUP POSITION WHEN YOU MAKE THE FINAL BREAK TO SIDELINE.
4. THE FINAL BREAK SHOULD BE AT 20 YARDS DEPTH. THE BALL SHOULD BE CAUGHT AT APPROXIMATELY 18 YARD DEPTH.
5. FORCE CORNERBACK TO GIVE GROUND BEFORE THE BREAK BACK TOWARD THE LOS.
6. THIS PATTERN SHOULD BE RUN WITHOUT LOSS OF SPEED ON THE BREAKS. DO NOT SLOW DOWN TO CHANGE DIRECTION.

QUARTERBACK:

1. SEVEN STEP DROP.
2. BALL IS THROWN AS RECEIVER MAKES FINAL BREAK.
3. YOU MUST RELEASE BALL AT THE PROPER INSTANT - CANNOT HOLD IT WAITING FOR RECEIVER TO BREAK TO SIDELINE.
4. CORNERBACK MUST BE DRIVEN BACK - IF NOT, DO NOT THROW THE BALL.
5. BALL IS THROWN TO AN AREA VS ZONES; BRING RECEIVER BACK VS MAN COVERAGE.

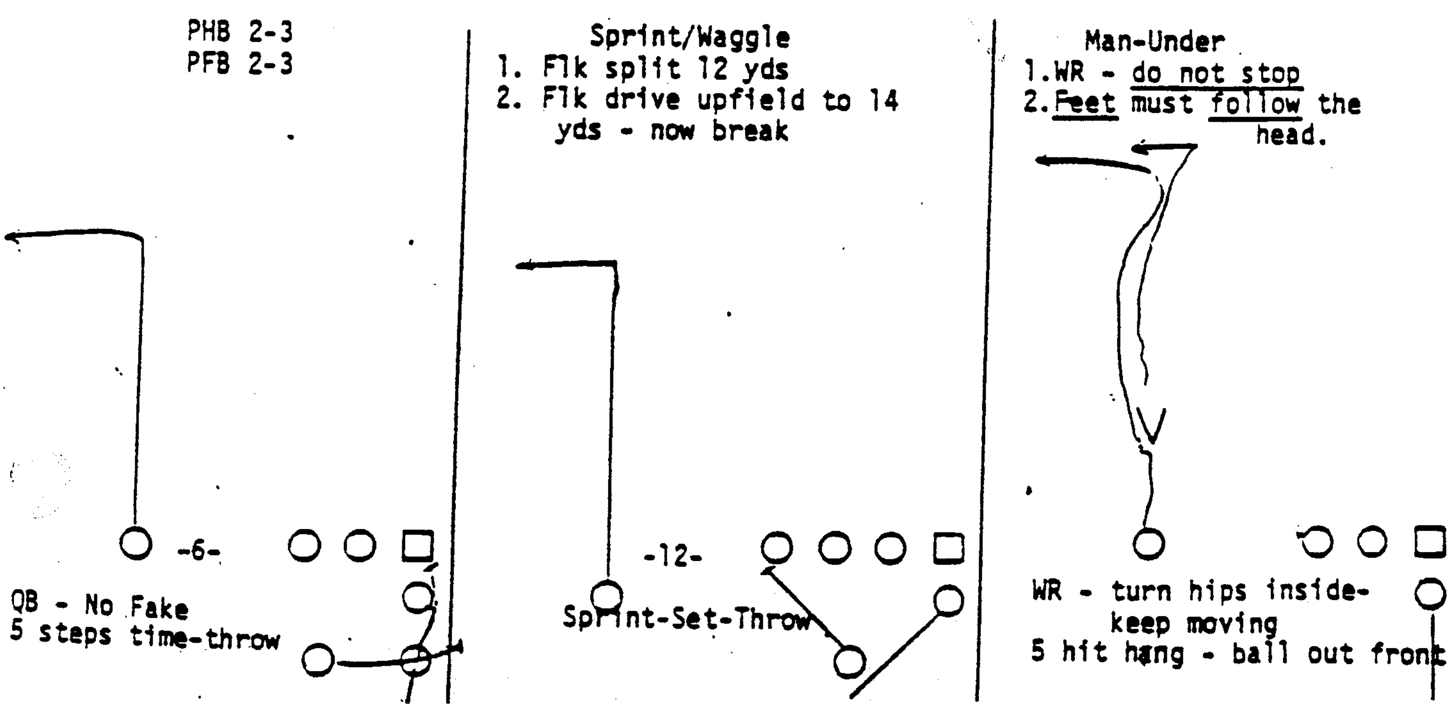
SQUARE OUT PATTERN
(I.E. 24 DOUBLE SQUARE OUT)



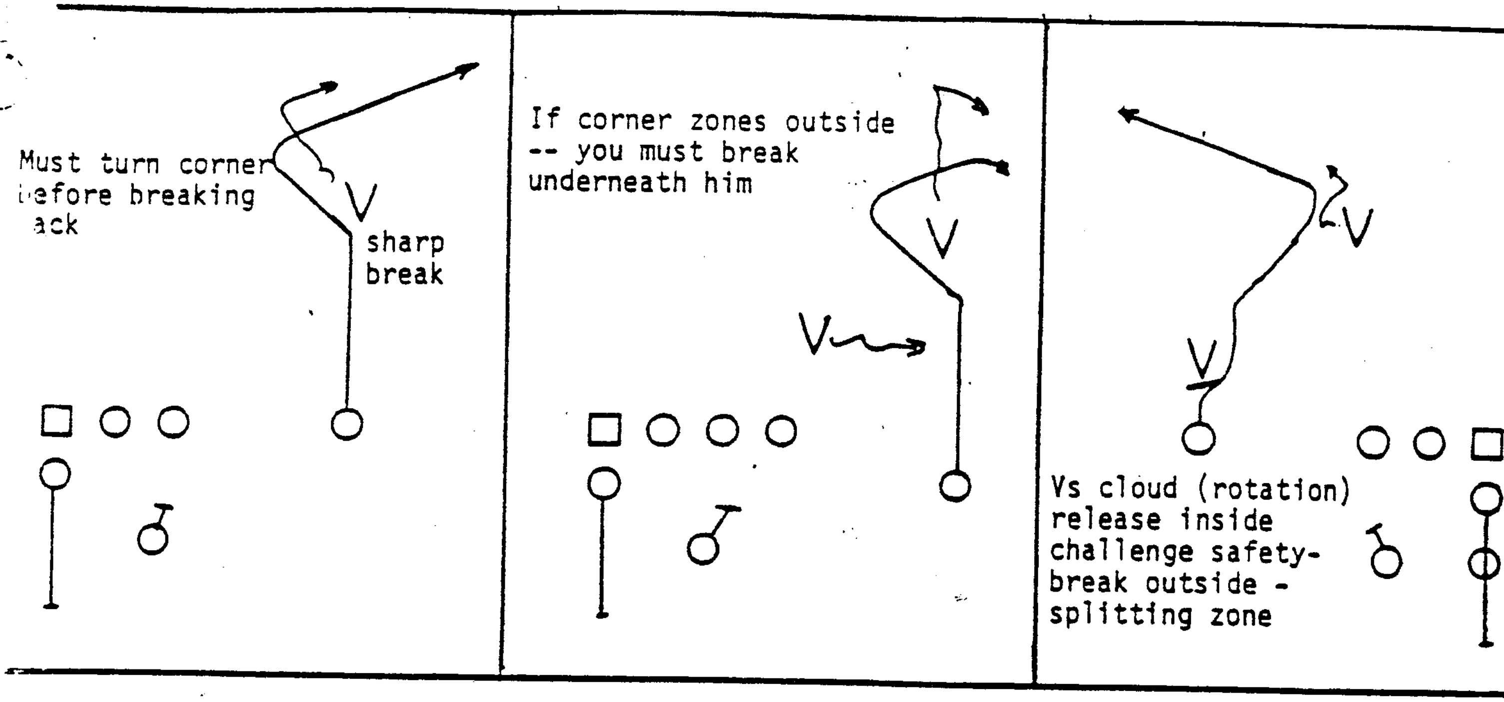
1. BASIC SPLIT IS 8 YARDS.
2. BASIC TECHNIQUE - DRIVE TO 10 YARD DEPTH SNAP CHIN TO OUTSIDE - KEEP FEET MOVING - ROLL OUT TO 12 YARDS - DIG! KEEP MOVING. <u>DO NOT SHOW YOUR NUMBERS</u>.

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1. QUARTERBACK: 5 QUICK STEPS HIT - HANG ON BACK FOOT. TIME THROW (BEAT UNDERNEATH PROTECTION) THERE MUST BE A THROWING LANE.
2. VS CLOUD THE CORNER MUST BE FLAT FOOTED - <u>DO NOT LEAD THE WR</u>.



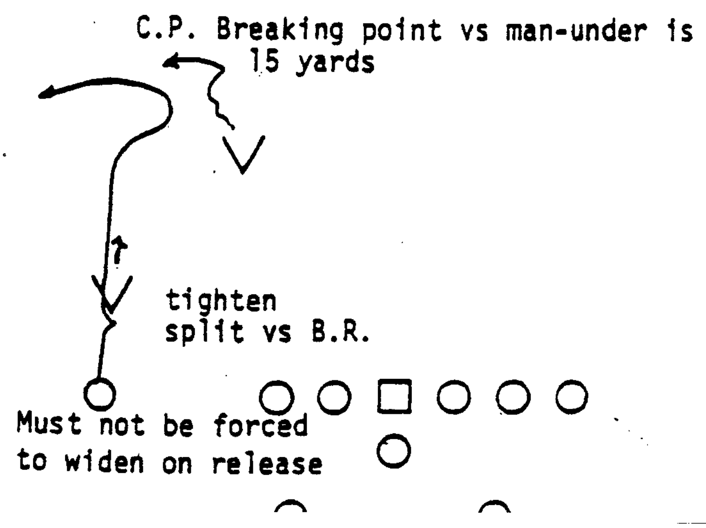
SHAKE
(I.E. 26 FLANKER SHAKE)



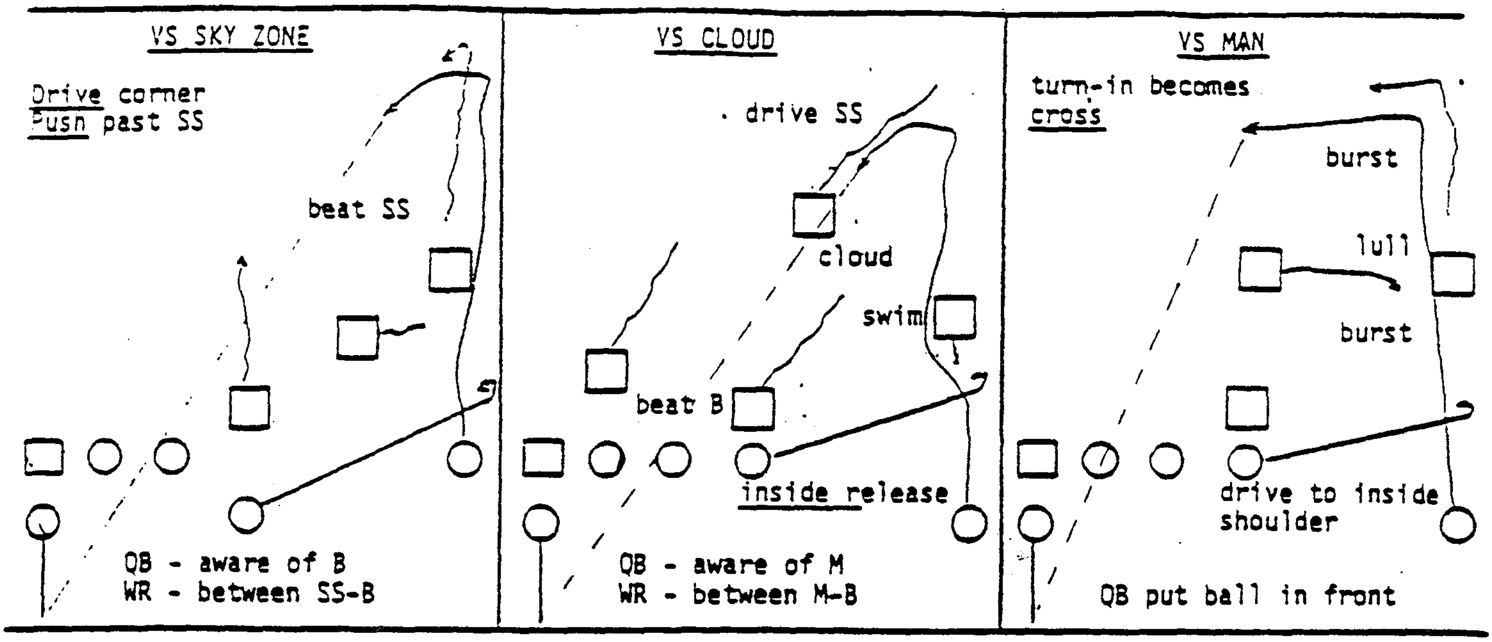
1. 8 YARD SPLIT.
2. SHARP POST MOVE AT 8-10 YARDS.
3. MUST MAKE CONVINCING MOVE TO POST.
4. BREAK BACK TO OUTSIDE -- UNDER CORNER.
5. PATTERN SHOULD DEVELOP 20-25 YARDS DEEP.
6. MUST TURN CORNER TO INSIDE BEFORE BREAKING OUT.
7. RELEASE INSIDE CORNER VS CLOUD ACTION - THEN UNDER SAFETY-SPLITTING ZON
8. VS BUMP AND RUN PATTERN BECOMES AN OUT AT 12-15 YARDS DEEP. TIGHTEN SPLIT IF POSSIBLE.
9. BE DECISIVE ON ADJUSTMENTS.

QUARTERBACK:

1. 7 STEP DROP - GET DEPTH QUICKLY - CANNOT BE LATE DELIVERING BALL.
2. RECOGNIZE COVERAGE AND RECEIVERS ADJUSTMENT AS PATTERN DEVELOPS.
3. RELEASE BALL THE INSTANT THE RECEIVER LOOKS BACK.
4. BALL SHOULD BE CAUGHT 20-25 YARDS DEEP.
5. DO NOT THROW IF CORNER IS SITTING OUTSIDE WATCHING YOU.
6. VS CLOUD - BE AWARE OF CORNER RETREATING UNDER PATTERN.

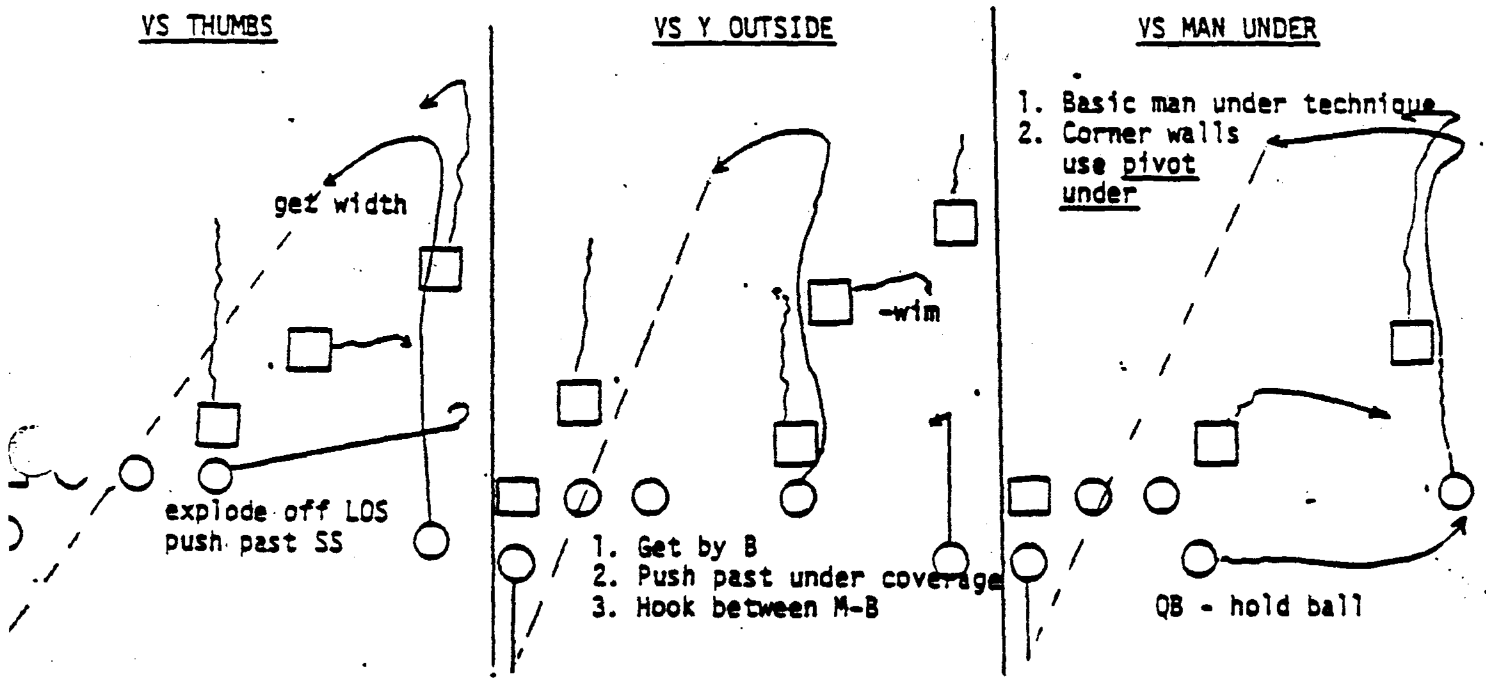


FLANKER TURN IN PATTERN
(I.E. 26 FLANKER TURN IN)

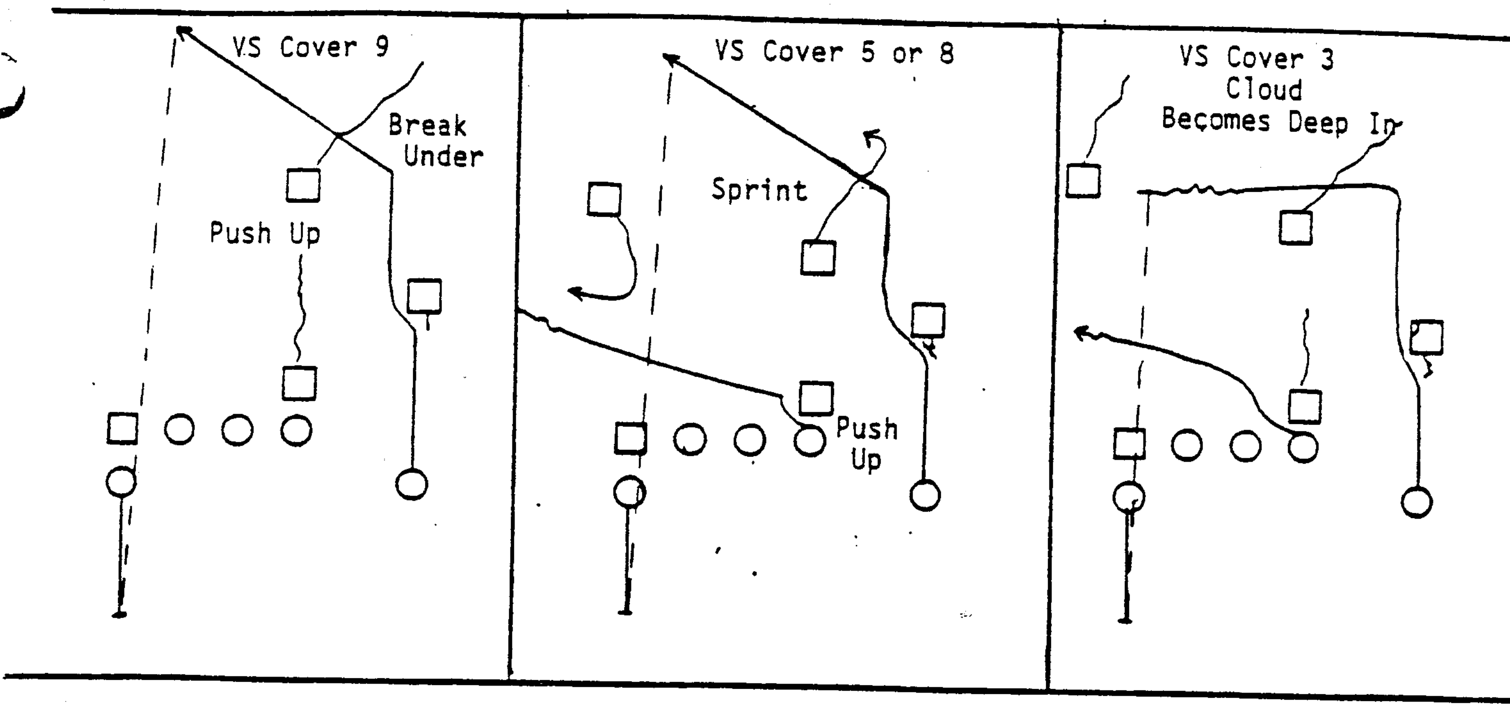


1. SPLIT 12-14 YARDS OR BY GAME PLAN - (Y OUTSIDE).
2. PATTERN DEVELOPS 15-20 YARDS DEEP - PREDICATED BY COVERAGE.
3. KEYS: A) CORNER ZONING DEEP, LOOK TO INSIDE - IF UNDER COVER IS WIDENING HOOK OVER YOUR POSITION - STAY OUTSIDE.
   B) CORNER MAN TO MAN - CROSS.
   C) CLOUD ACTION BY CORNER - RELEASE OUTSIDE THE CORNER PUSH SS UP. BEAT B BACKER. BE DECISIVE!

QUARTERBACK: BASIC 7 DROP - ANTICIPATE RECEIVER AND WHERE THE OPEN AREA IS - KNOW WHO WR IS TRYING TO BEAT.



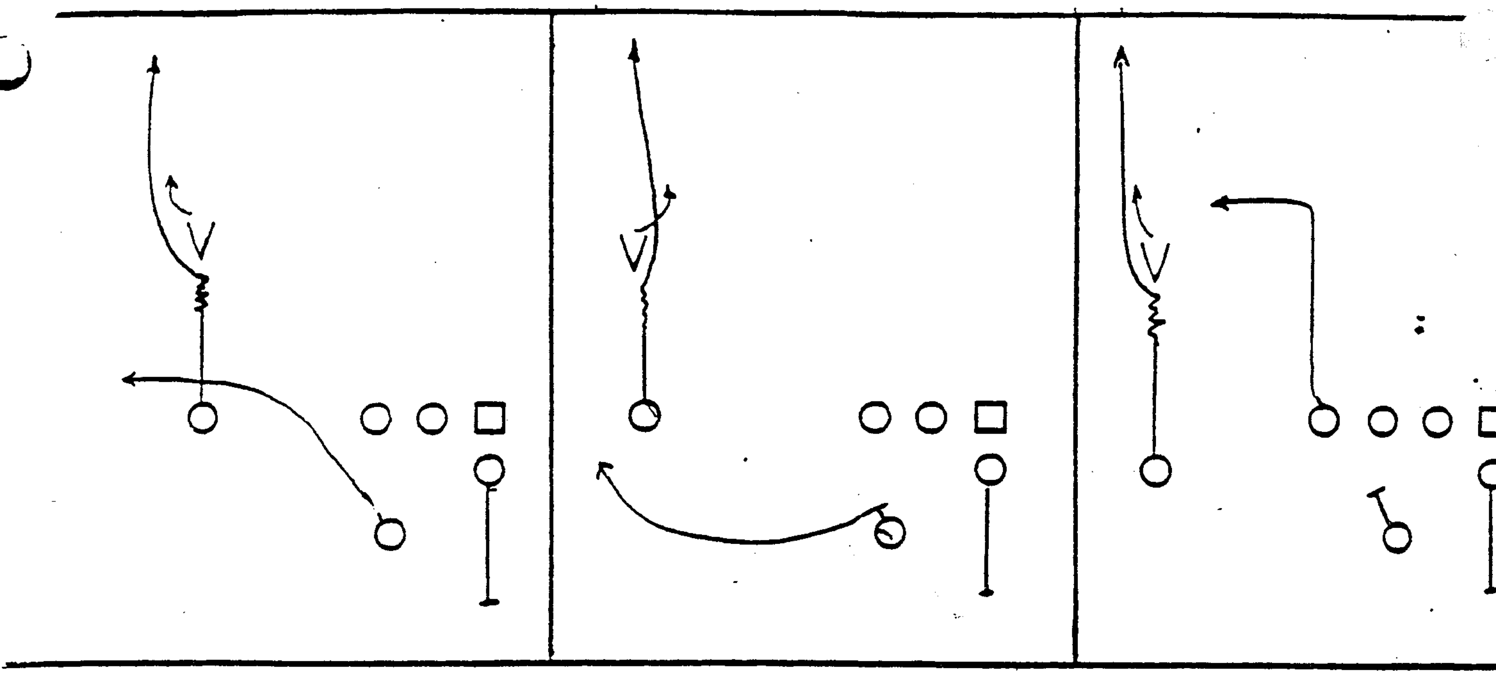
SHORT POST



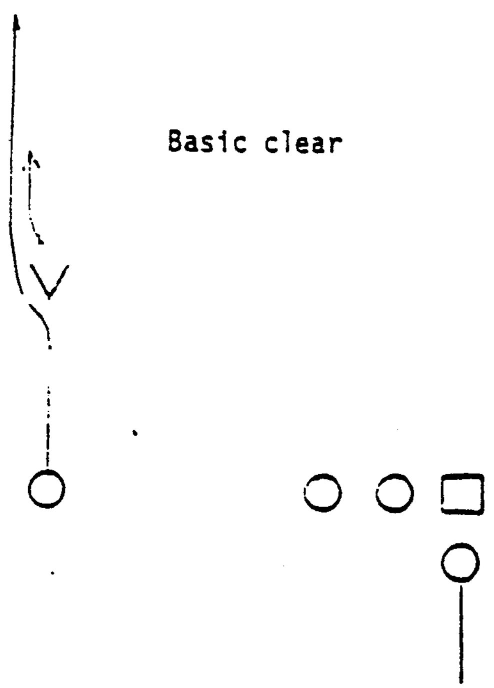
1. BASIC SPLIT IS 6 YARDS (OR BY GAME PLAN).
2. ALERT TO AVOID CLOUD - RELEASE INSIDE.
3. MUST KEY FS WHEN SEE SS ROTATE.
4. PUSH SS UPFIELD.
5. BE READY FOR QB TO HOLD YOU UP. VS COVER 9-3 - VS COVER 1 SPRINT ALL THE WAY.

QUARTERBACK: MUST LOCATE FS -

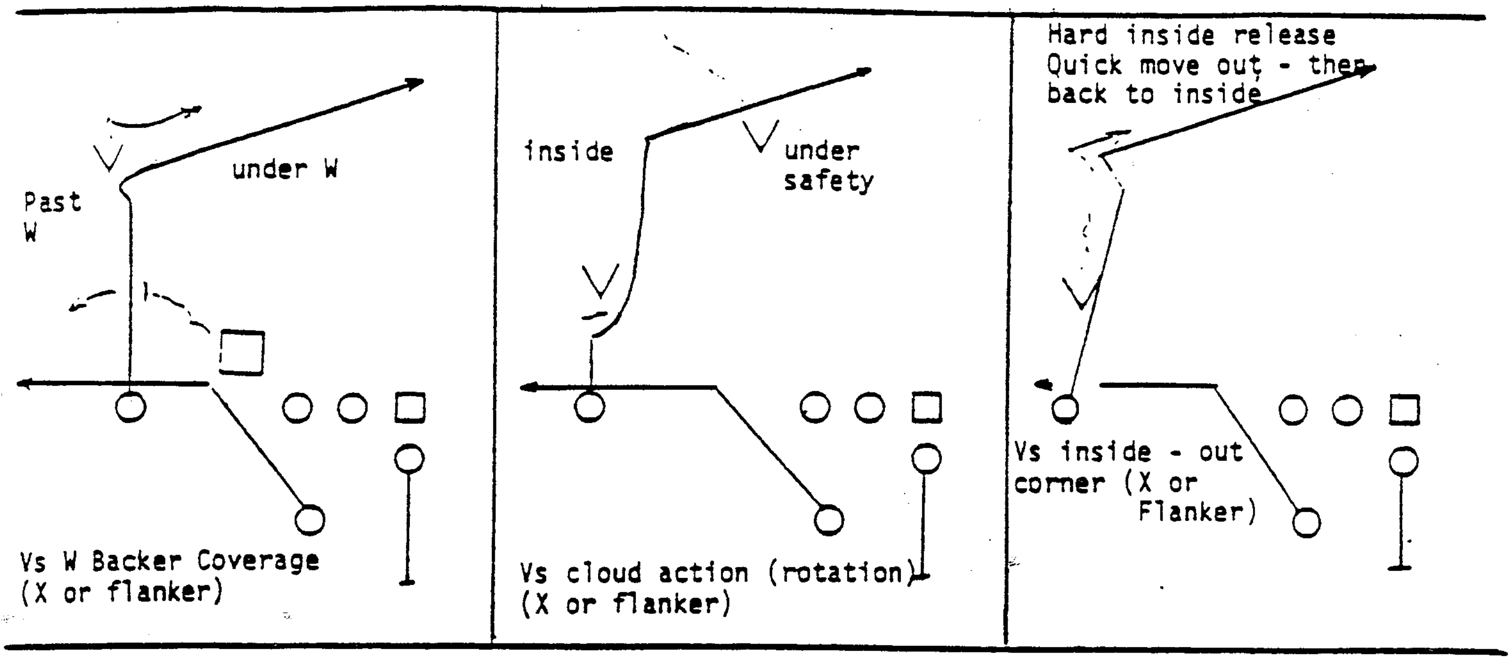
CLEAR



1. Vs CLOUD MUST TURN CLOUD CORNER ACCORDING TO THE PLAY.
2. HB FLAT - STUDDER AND PULL CLOUD OUT.
3. FB WIDE - PULL CORNER INSIDE.
4. Y OUT - MUST GO OUTSIDE THE CORNER.



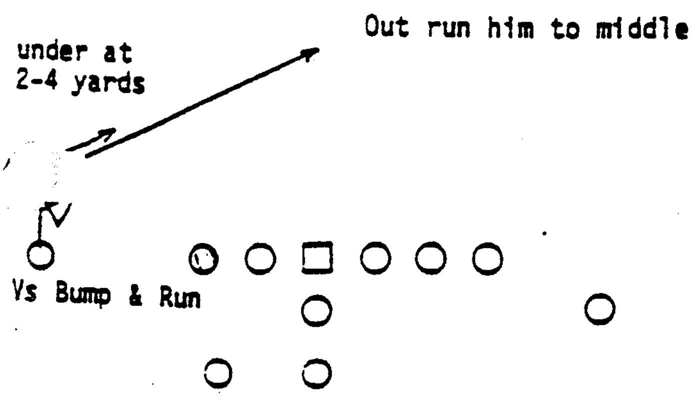
X POST



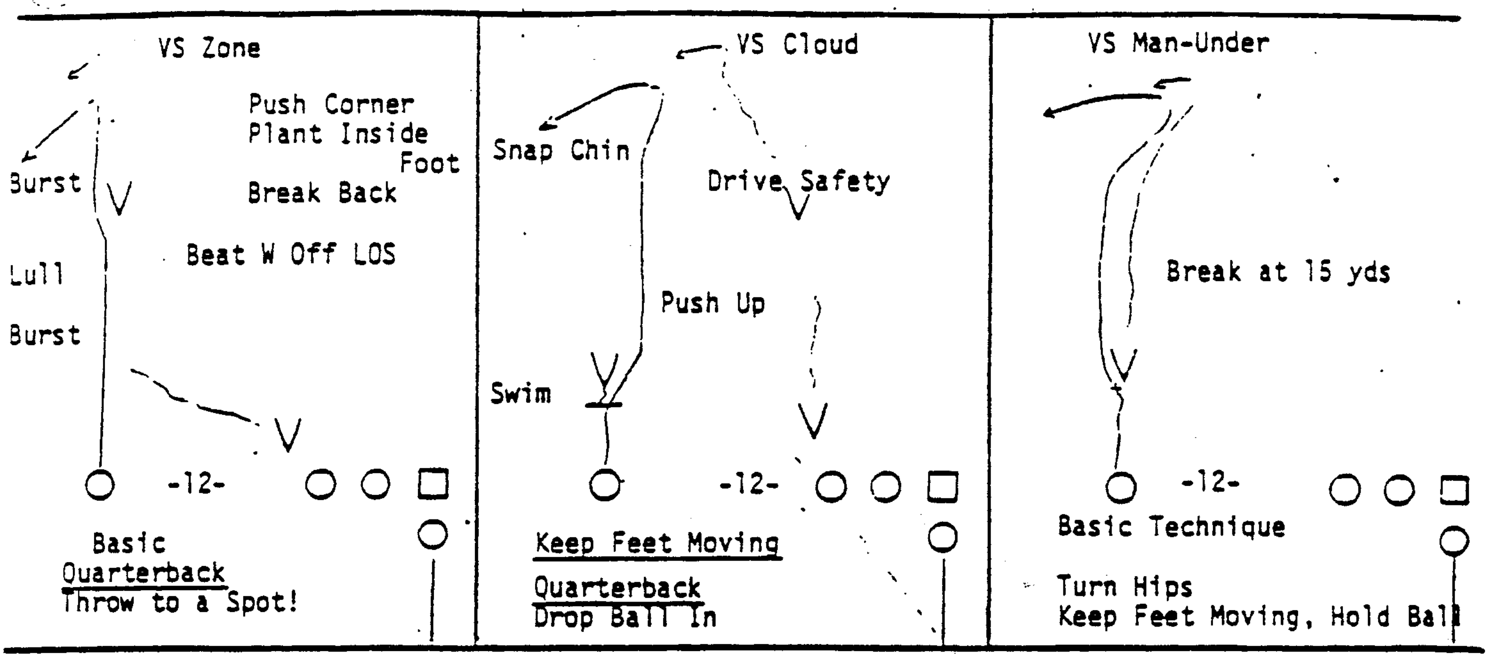
1. 10-12 YARD SPLIT.
2. 10-14 YARD BREAKING POINT.
3. SINGLE OR DOUBLE MOVE. THIS MUST BE PART OF GAME PLAN.
4. ON BREAK, ANGLE SHARPLY TO INSIDE.
5. BALL CAUGHT 18-20 YARDS DEEP OVER OFFENSIVE TACKLE POSITION.
6. MUST BE AWARE OF WEAK SAFETY AS YOU BREAK TO INSIDE.

QUARTERBACK:

1. THROWN ONLY WHEN WEAK SAFETY IS OCCUPIED (BLITZ COVER - COVER 2 OR COVER 1).
2. QUARTERBACK MUST KEY WEAK SAFETY FOR CLEARANCE - SAFETY MUST BE COMMITTED.
3. X MUST SEE WHEN BALL IS THROWN.



COMEBACK PATTERN
(I.E. 78 X COMEBACK)



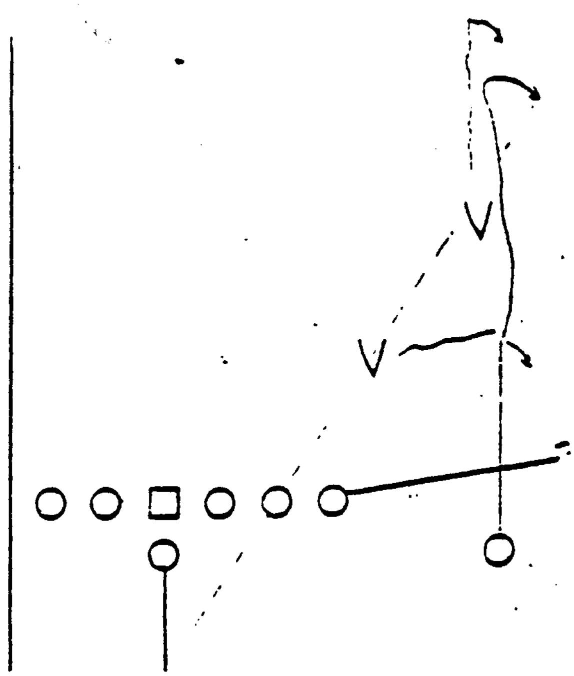
1. BASIC SPLIT IS 12 YARDS.
2. EXPLODE OFF LOS - DO NOT LET W OR SS COLISION YOU.
   BE ALERT FOR CLOUD - RELEASE INSIDE THEN PUSH SAFETY.
4. KEEP FEET MOVING - PUMP ARMS - CHIN OVER KNEE. <u>DO NOT SHOW YOUR NUMBERS</u> TO DEFENDER.

QUARTERBACK:

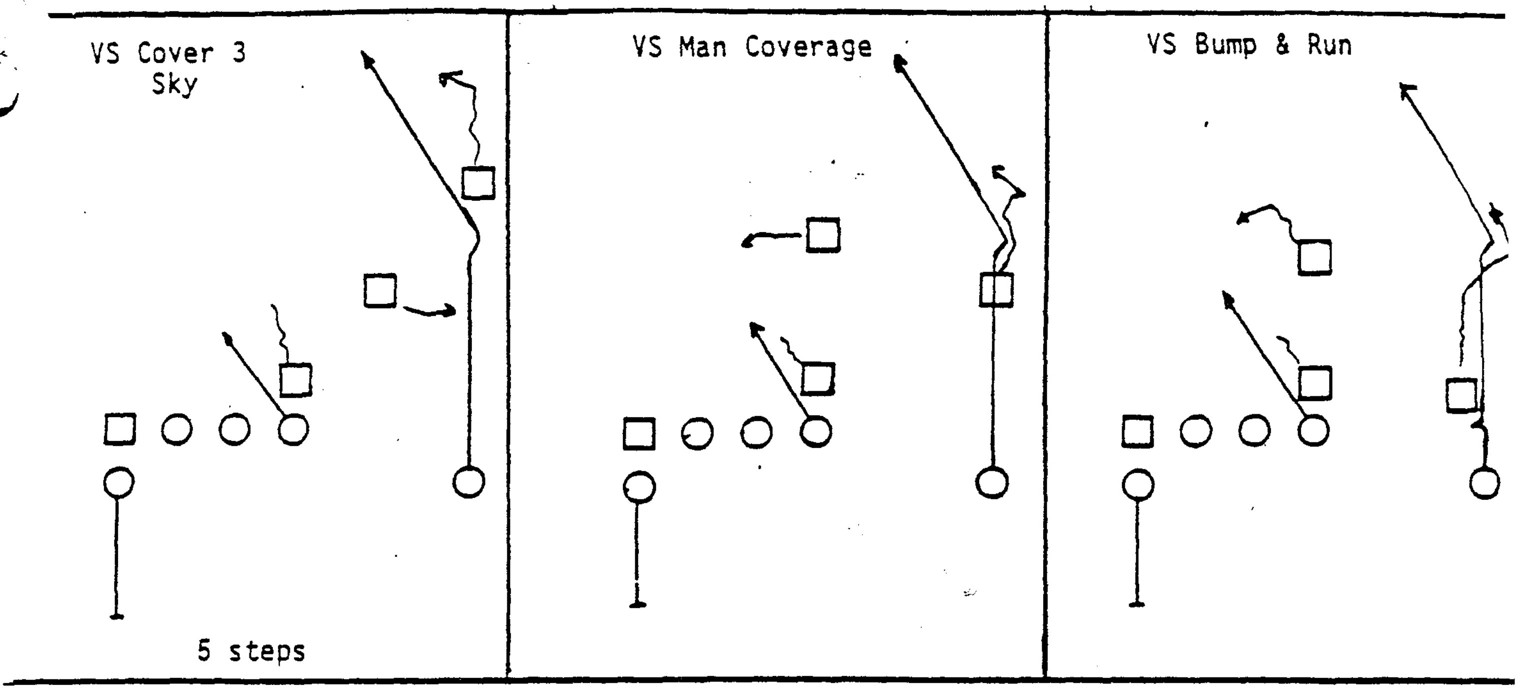
1. VS BASIC COMEBACK THROW TO A SPOT.
2. VS CLOUD DROP BALL OVER CORNER.
3. VS MAN-UNDER LEAD WR.

FLANKER:

1. EXPLODE OFF LOS.
2. BEAT SS COLLISION.
3. PUSH PAST SS THEN BEND INSIDE AND BREAK TO COMEBACK @ 15 YDS.



Z POST

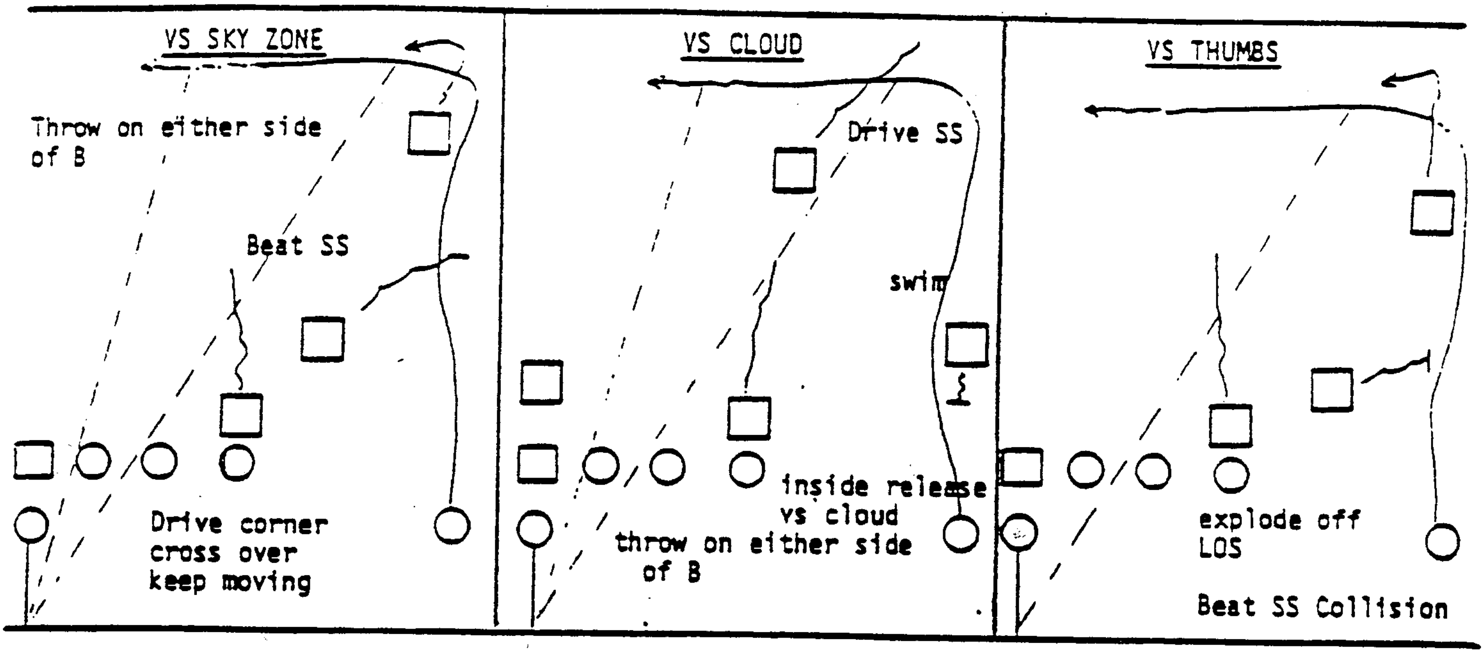


1. 12 YARD SPLIT.
2. 12 YARD BREAKING POINT. CORNER MUST BE FORCED INTO A HARD RETREAT BEFORE BREAKING. IN CERTAIN INSTANCES ALLOWANCE IS GIVEN TO DRIVE HIM BACK FURTHER BEFORE BREAKING.
3. BALL IS THROWN ON TIME.
4. SINGLE MOVE ONLY FOR TIMING PURPOSES.
5. YOUR ANGLE AFTER BREAK IS TO INSIDE OF THE DB - DO NOT ANGLE TOO SHARPLY TAKING YOU INTO WEAK SAFETY AREA.
6. BALL IS CAUGHT 18-20 YARDS DEEP.

QUARTERBACK:

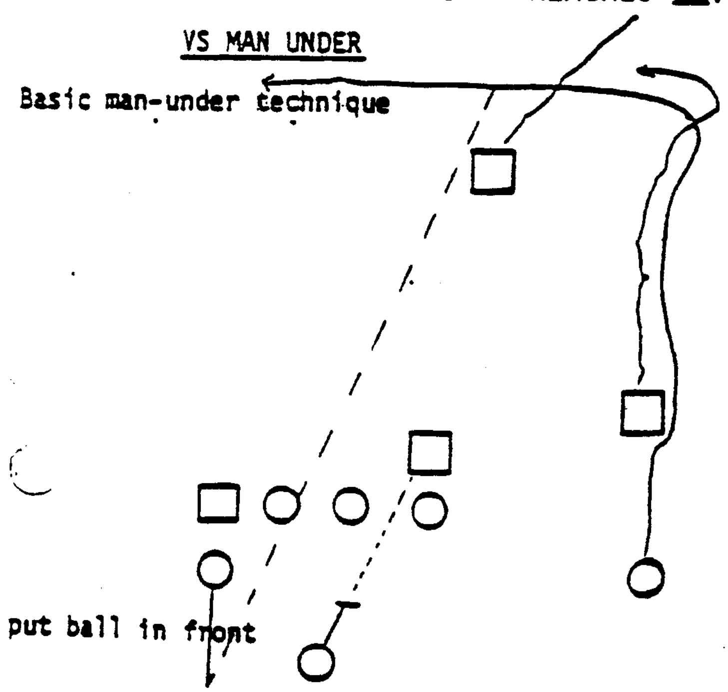
1. MUST NOT PULL RECEIVER INTO WEAK SAFETY.
2. MUST BE AWARE OF STRONG SAFETY AND WEAK SAFETY COVERAGE.
3. RECEIVER SHOULD CATCH THE BALL RUNNING TOWARD GOALLINE OVER HIS INSIDE SHOULDER.
4. 5 STEP DROP - THIS PATTERN MUST BE TIMED.

DEEP IN PATTERN

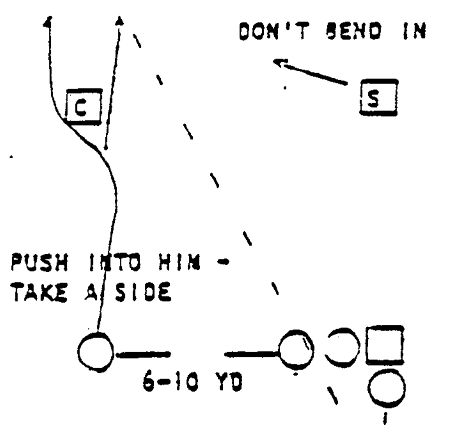


1. BASIC SPLIT IS 14 YARDS.
2. PATTERN DEVELOPS 15 TO 18 YARDS DEEP.
3. DO NOT LOSE ANY SPEED ON BREAK - A) DRIVE DEFENDER
   B) SNAP CHIN - CROSS OVER - DIG
   C) BE UNDER CONTROL - QB WILL HOLD YOU UP WITH BALL.
4. MUST MOVE PARALLEL TO LOS - <u>DO NOT</u> FADE UPFIELD.

QUARTERBACK: THROW ON EITHER SIDE OF UNDER COVER AS WR MOVES ACROSS FIELD - FIND THE OPEN HOLE - THROW INTO THE HOLE - <u>DO NOT LEAD WR</u> - HOLD WR UP WITH THE BALL. BALL SHOULD BE CAUGHT BEFORE WR REACHES <u>IF</u>.

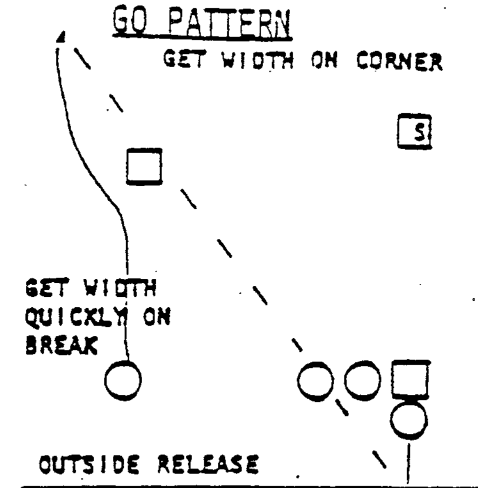


GO PATTERN



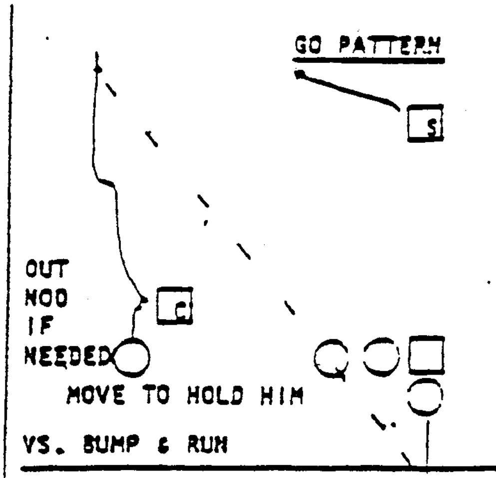
BASIC GO - INSIDE RELEASE

INSIDE OUT ON CORNER.
RUN HIM DOWN.
BREAK BY WHEN YOU'RE RIGHT HIM.
WIDENS - TAKE INSIDE STRAIGHT UPFIELD.
TURNS IN OR STOPS, TAKE OUTSIDE
THINK OUTSIDE - THEN INSIDE.



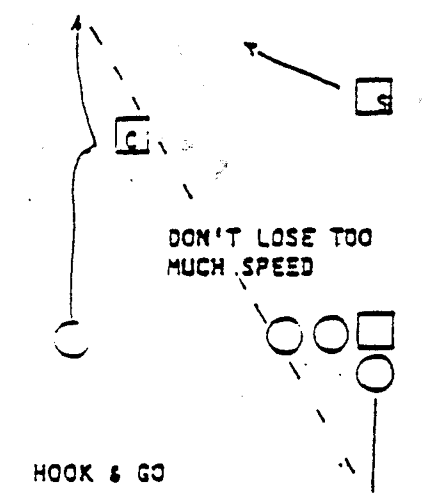
OUTSIDE RELEASE

1. FOR CORNER THAT TURNS IN IMMEDIATELY — WATCHES QB.
2. PUSH TILL YOU GET CLOSE-THEN BEND WELL OUTSIDE.
3. GET WIDTH OUTSIDE HIM.
4. BALL IS THROWN OVER HIS HEAD TO THE OUTSIDE.
5. DON'T BEND OUT TOO EARLY.



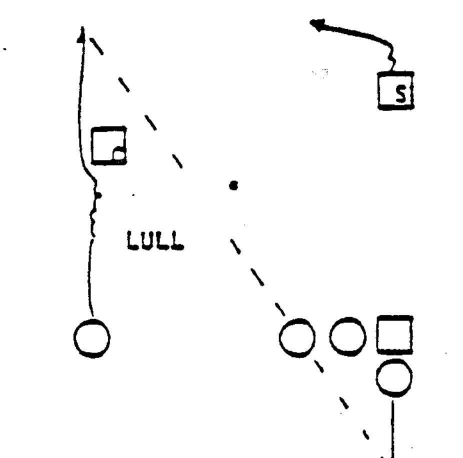
VS. BUMP & RUN

1. QUICK INSIDE MOVE AT LINE TO HOLD HIM. GET CLEAN RELEASE.
2. BURST UPFIELD OUTSIDE HIM.
3. IF HE IS EVEN - COVERING YOU AT 7-8 YDS-MAKE QUICK OUT NOD-THEN GO.
4. BALL WILL BE THROWN OVER HIS HEAD.



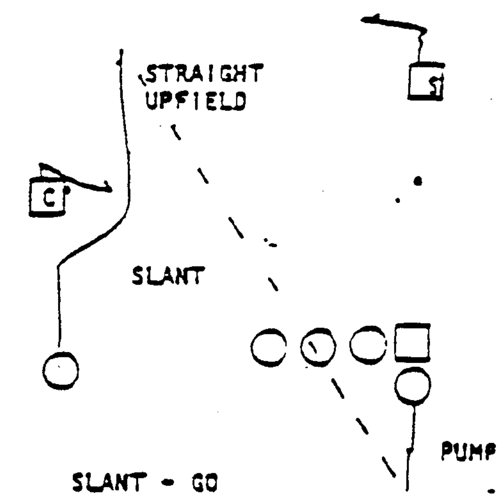
HOOK & GO

FOR CORNER PLAYING INSIDE THAT BITES ON HOOK - CATCH TECHNIQUE.
STAY OUTSIDE HIM AT ALL TIMES.
AT 10 YDS - NOD IN -LOOK AT QB - SLOW SLIGHTLY.
THEN BURST OUTSIDE HIM — STRAIGHT UPFIELD.



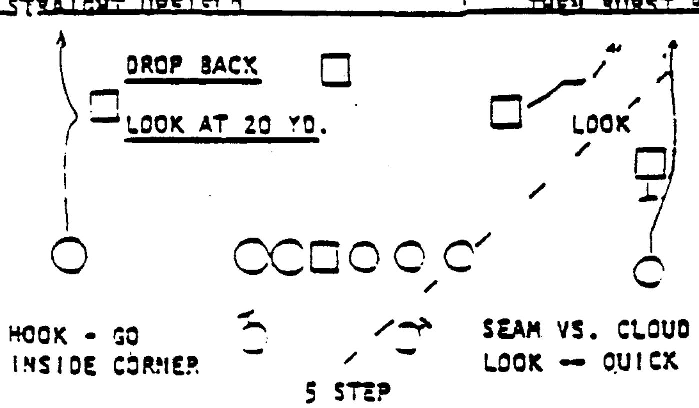
LULL - PLAY PASS

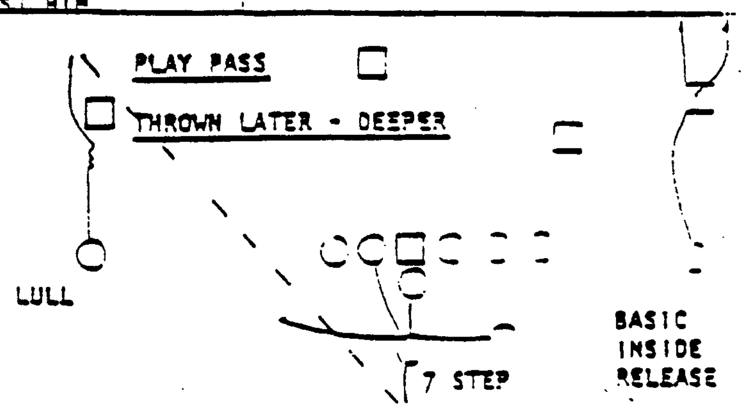
1. DRIVE AT DEF. BACK - EYES ON HIM. SLOW-CHOP STRIDES- USE STLK. BLK TECHNIQUE FOR INSTANT - THEN BURST PAST HIM!
2. OTHER POSSIBILITY - SPRINT - GAIN SPEED - LULL LOOK BACK AS THOUGH WATCHING RUN PLAY-THEN BURST PAST HIM.

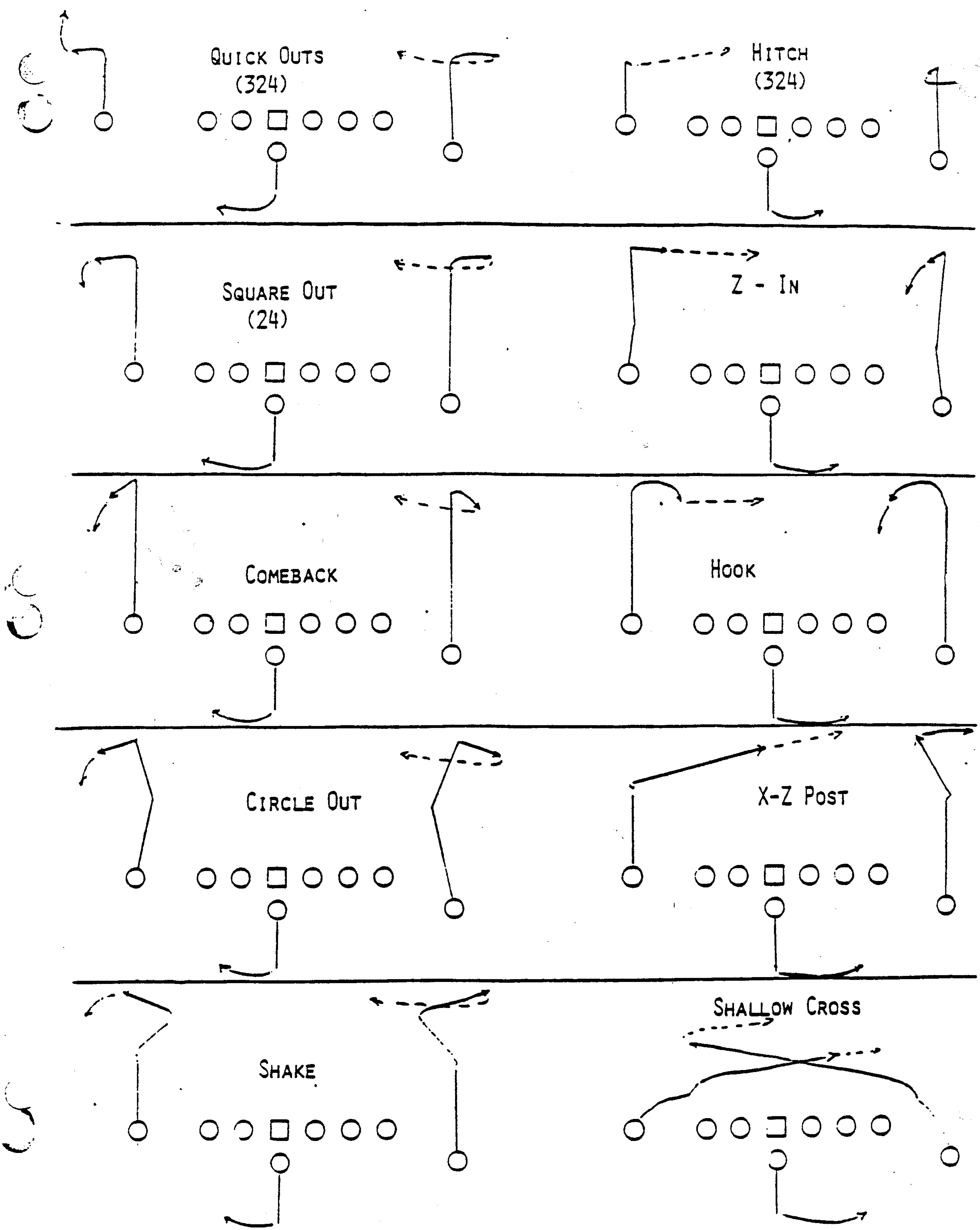


SLANT - GO

1. FOR CORNER THAT ANGLES SHARPLY FOR SLANT.
2. SLANT MOVE - THEN BURST STRAIGHT UPFIELD.
3. CANNOT CONTINUE TOO FAR INSIDE
4. DON'T ANGLE INTO WEAK SAFETY.

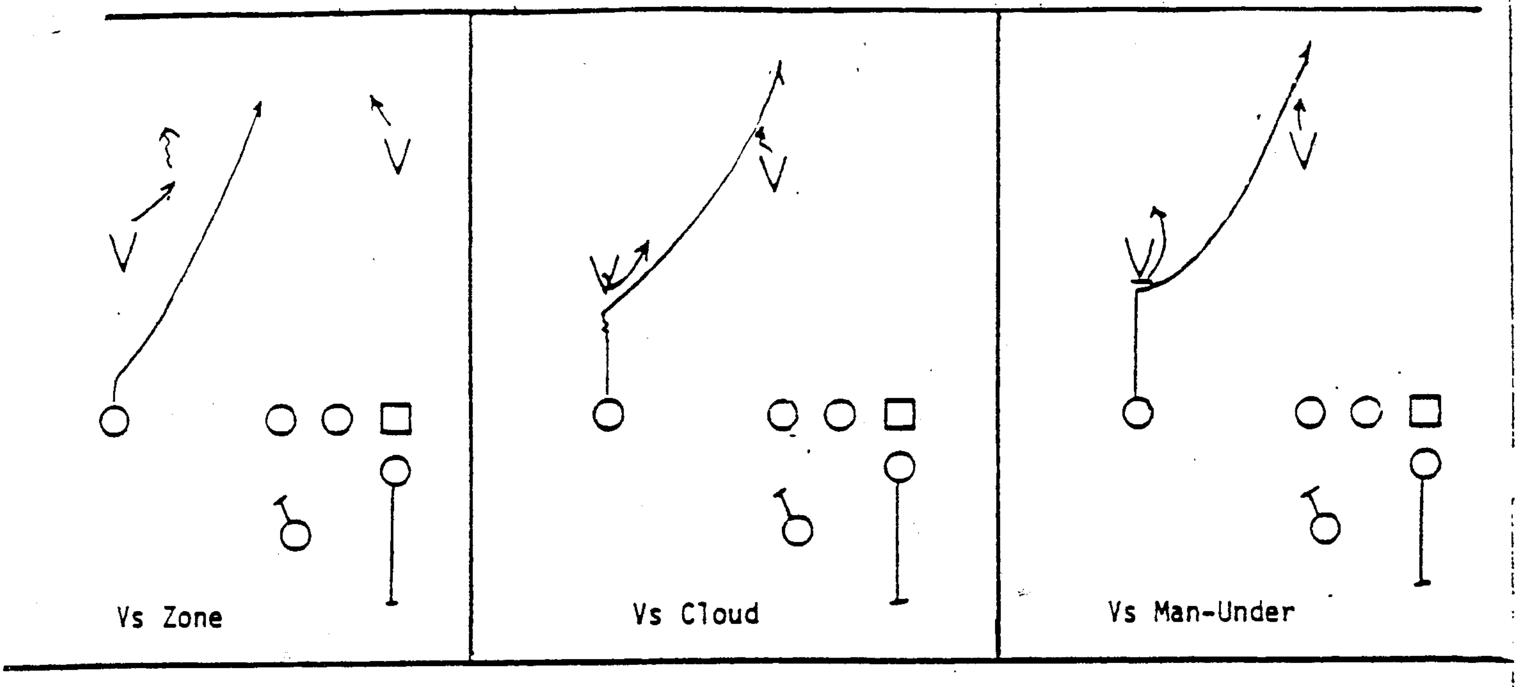






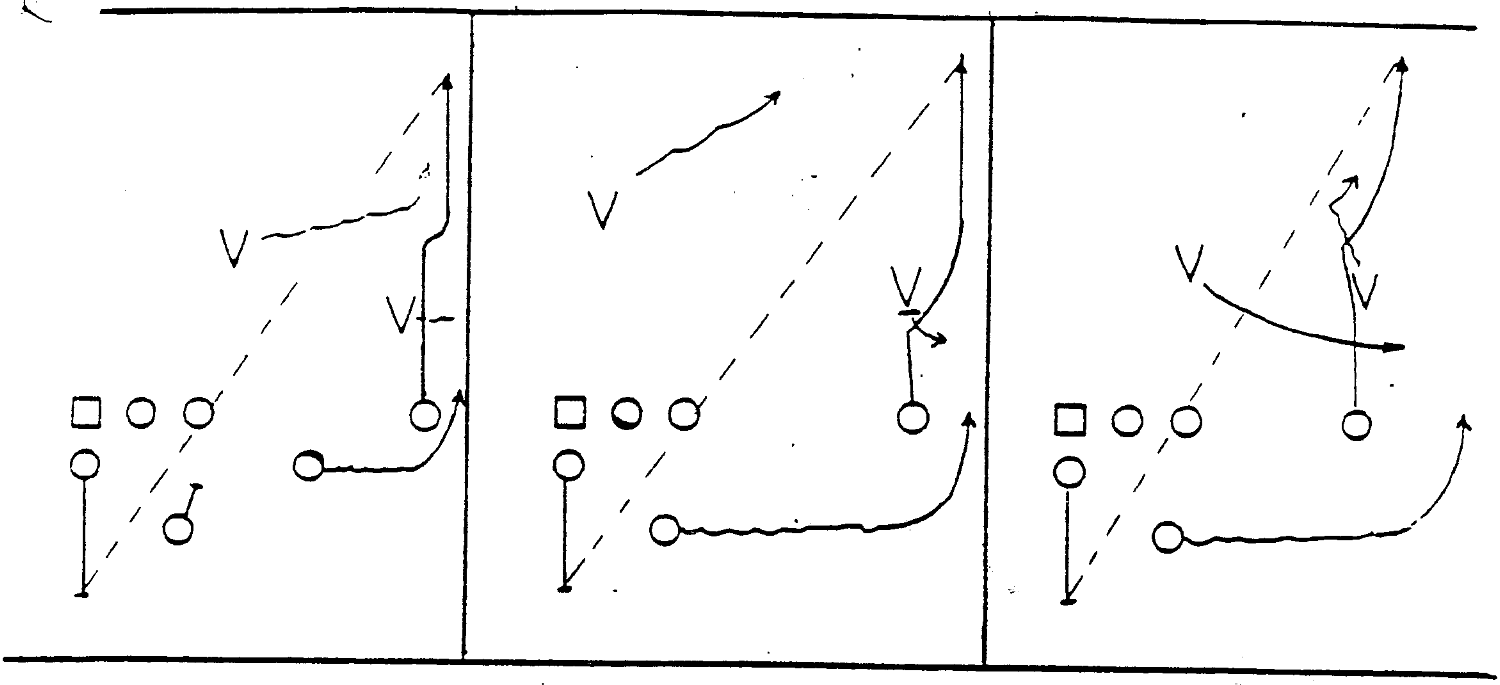
QUICK OUTS
(324)
HITCH
(324)
SQUARE OUT
(24)
Z - IN
COMEBACK
HOOK
CIRCLE OUT
X-Z POST
SHAKE
SHALLOW CROSS

TAKE TWO



1. MUST SPRINT THROUGH SECONDARY.
2. MUST TAKE CORNER AND SAFETY.
3. DO NOT GET HELD UP AT LOS.

GO PATTERN
(VS MOTION OUTSIDE)

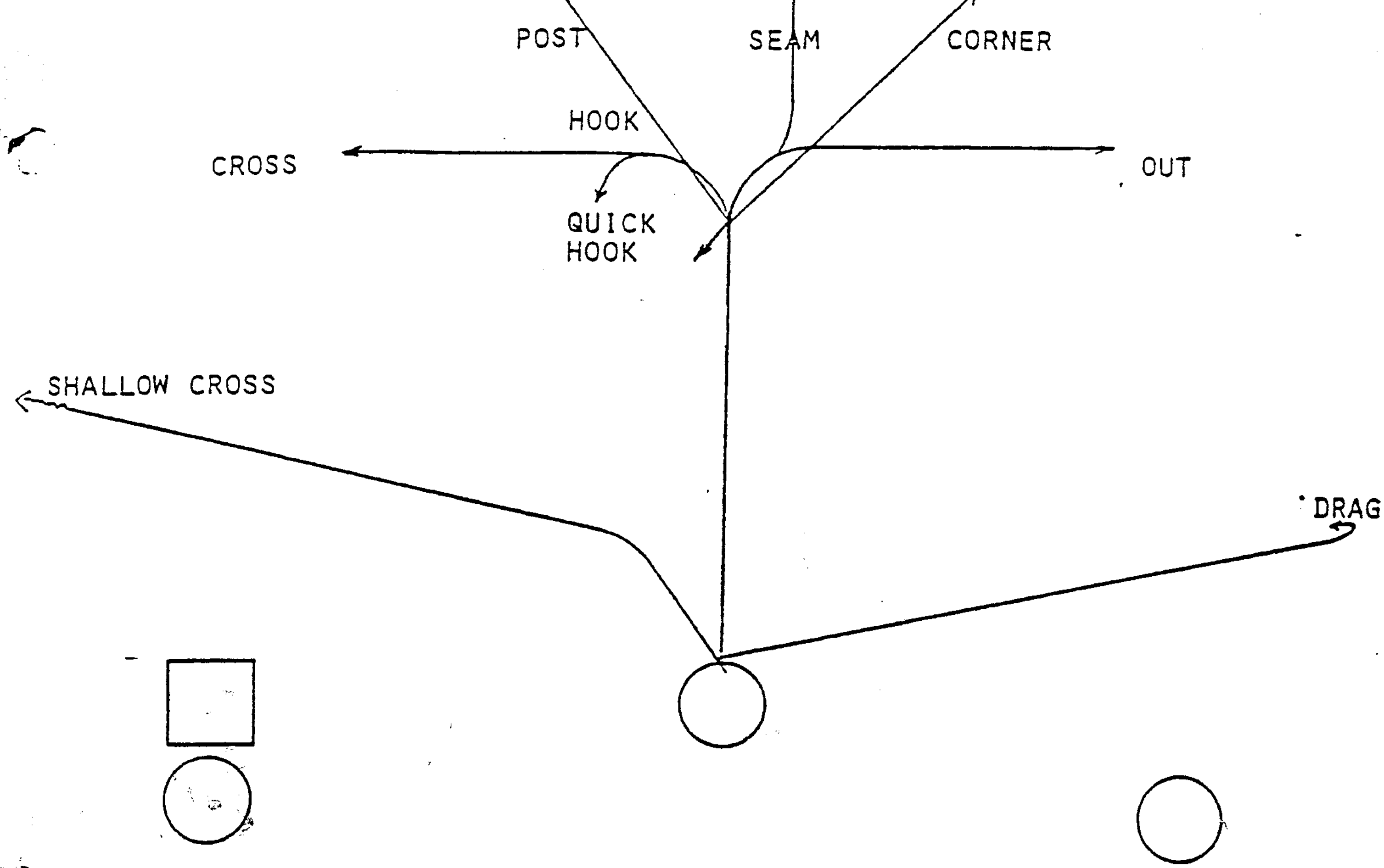


WHEN MOTION IS CALLED AND WR BECOMES AN INSIDE RECEIVER:

1. WR MUST SEE COVERAGE ADJUSTMENT.
2. WR MUST DETERMINE WHETHER DEFENSE WILL PLAY A MAN ON HIM (SAFETY OR CORNER) OR WHETHER INSIDE OUT COVERAGE IS USED.

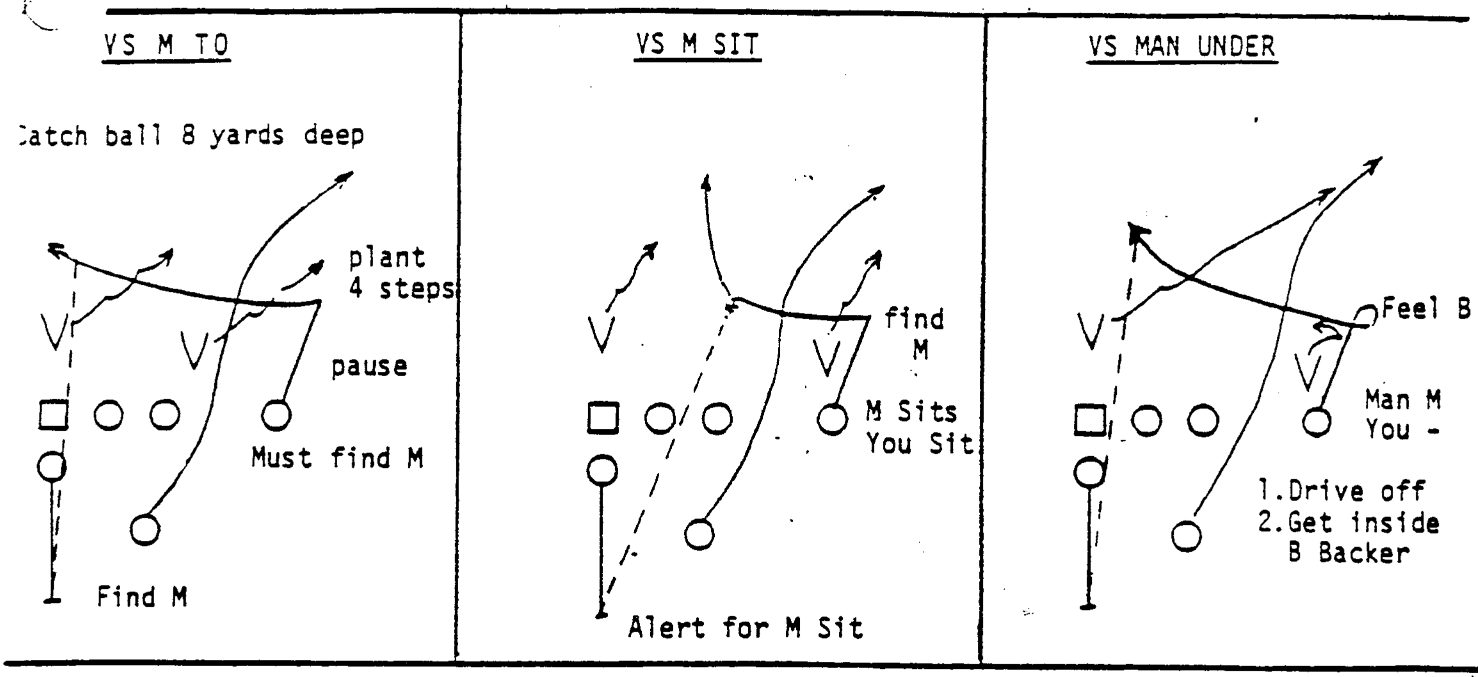
1. Vs SAFETY - NOD OUTSIDE AND GO.
2. Vs LOOSE INSIDE OUT - SPLIT THE DEFENDERS - GET DEEP AWAY FROM INSIDE DEFENDER.
3. Vs MAN - USE INSIDE OUT TECHNIQUE.

TIGHT END PATTERNS



DRAG:	SPRINT OUTSIDE AT ANGLE FOR 4 YARD DEPTH.
SHALLOW CROSS:	RELEASE INSIDE AND ACROSS AIMING AT 10-12 YARDS DEPTH AT OPPOSITE END OF FIELD.
QUICK HOOK:	EXACTLY 10 YARDS DEEP WITH PIVOT OFF OUTSIDE. OPENING TO INSIDE.
OUT:	OUTSIDE RELEASE 10 YARDS STRAIGHT UPFIELD. BREAK SHARPLY AT 10 YARDS OUT.
CROSS:	INSIDE RELEASE. STRAIGHT UPFIELD CROSS OVER 10 YARDS.
DEEP HOOK:	INSIDE RELEASE DRIVE HARD. MINIMUM OF 15 YARDS - MAX. 20.
CORNER:	INSIDE RELEASE BREAK OUT AT 10-12 YARDS. READ SECONDARY COVERAGE.
SEAM:	BEST POSSIBLE RELEASE. STRAIGHT UPFIELD. READ SECONDARY COVERAGE.
POST:	INSIDE RELEASE. 10 YARDS STRAIGHT UPFIELD. READ SECONDARY COVERAGE.

DELAY PATTERN
(I.E. 26 Y DELAY)



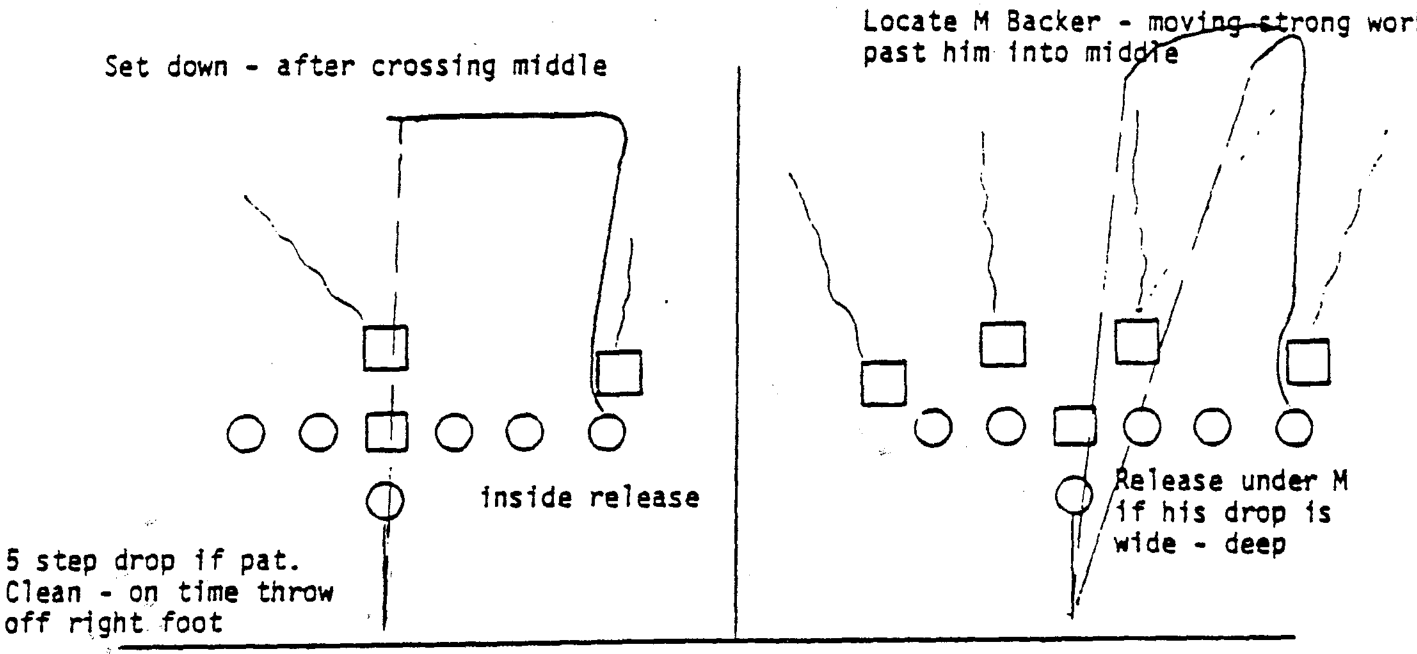
1. BASIC SPLIT 2 YARDS.
2. KEY - LET BACK CLEAR -
   PAUSE - A) DRIVE OFF 4 STEPS
   B) PLANT FIND M.
   C) M RUNNING TO RB - COME UNDER
   D) M SITS YOU SIT.
   E) FEEL B MAN UNDER - GET INSIDE.

4. <u>MUST</u> FIND M - <u>MUST</u> NOT CATCH BALL ANY DEEPER THAN 8 YARDS FROM LOS. <u>TURN UPFIELD</u>.

QUARTERBACK: 7 STEP DROP - FIND <u>M</u>. <u>DO NOT</u> LEAD RECEIVER.

Y CROSS

76-77 ACTION - READ B BACKER - VS BLITZ - LOOK IN. REPEAT CALL AT LOS (76-77) - RUN LOOK IN.

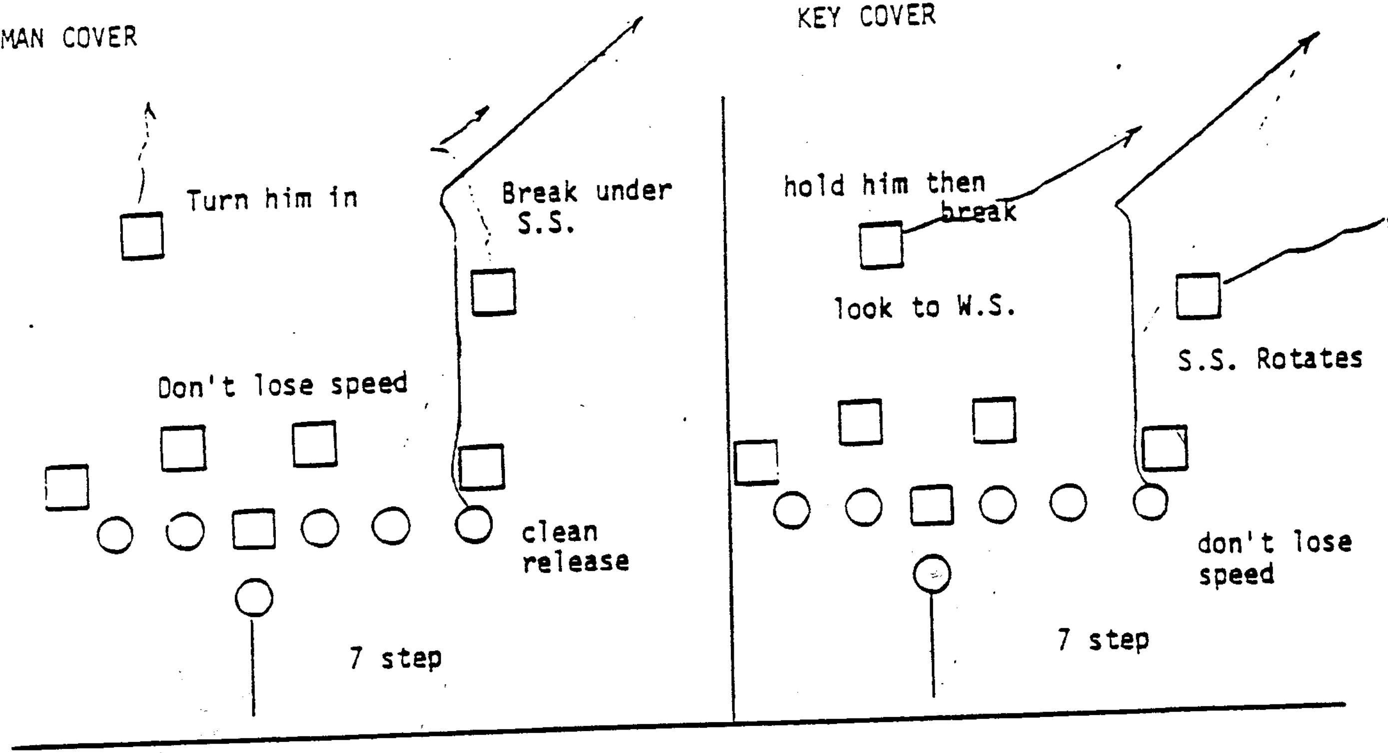


1. 1-3 YARD SPLIT. INSIDE RELEASE IF POSSIBLE.
2. BUILD UP SPEED - BEND BACK OVER ORIGINAL POSITION. CROSS OVER AT 10 YARDS - ENDING UP AT 12 YARDS. DO NOT LOSE SPEED ON BREAK. MOVING PATTERN.
3. WITH A CLEAN RELEASE - NO HOLDUP - BALL THROWN ON TIME DIRECTLY OVER MIDDLE.
4. READ M BACKER AT YOU RELEASE. IF HE IS IN MARY COVERAGE - SET DOWN BETWEEN M AND B 10 YARDS DEEP. IF HE IS MOVING TOWARD YOU - RELEASE STRAIGHT UPFIELD - BEHIND HIM - HOOK INTO MIDDLE. BEWARE OF W BACKER. IF HE IS GOING TO CUT YOU OFF - BREAK UNDER HIM - INTO MIDDLE.
5. VS COVER 1 - RUN QUICK HOOK - DON'T CARRY PATTERN INTO WEAK SAFETY.

<u>QUARTERBACK</u>

1. 5 STEP DROP. BALL THROWN OFF RIGHT FOOT IF PATTERN IS "CLEAN" (HIT SIT)
2. BE AWARE OF M BACKER. DROP AND ADJUSTMENT OF RECEIVER.

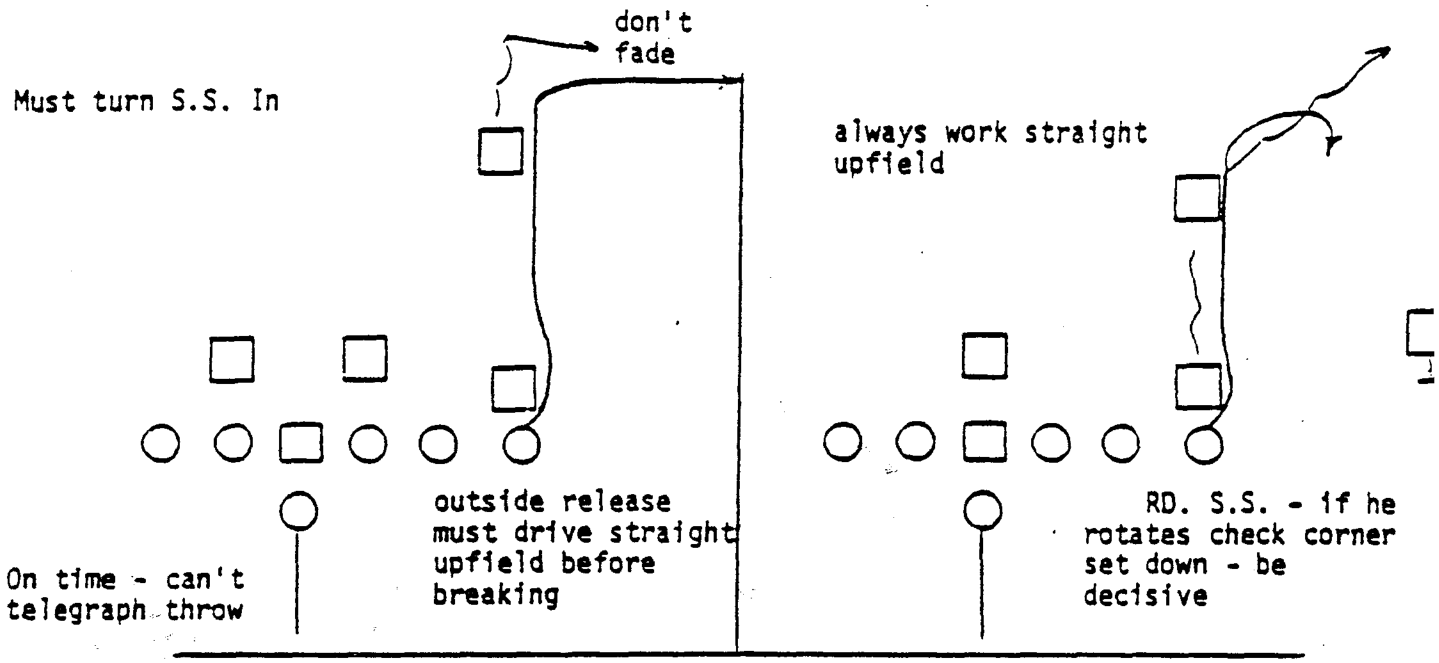
Y CORNER



1. 1-3 YARD SPLIT - INSIDE RELEASE IF POSSIBLE.
2. 10-12 YARD BREAKING POINT - CANNOT LOSE SPEED ON BREAK.
3. READ SS - VS MAN TO MAN - TURN HIM IN - BREAK OUT - UNDERNEATH HIM.
4. VS CLOUD ACTION - LOOK TO W.S. IF HE IS MOVING TO COVER YOU - BEND IN - MAKE INSIDE MOVE - BREAK OUT - AWAY FROM HIM.
5. VS CLOUD - SKY ZONE (W.S. FREE) BEND OUT BUT NOT INTO DEEP OUTSIDE ZONE MAN.

Y OUT

76-77 ACTION - READ B BACKER - BLITZ - BREAK OUT AT 5-7 YARDS - LOOK QUICKLY.

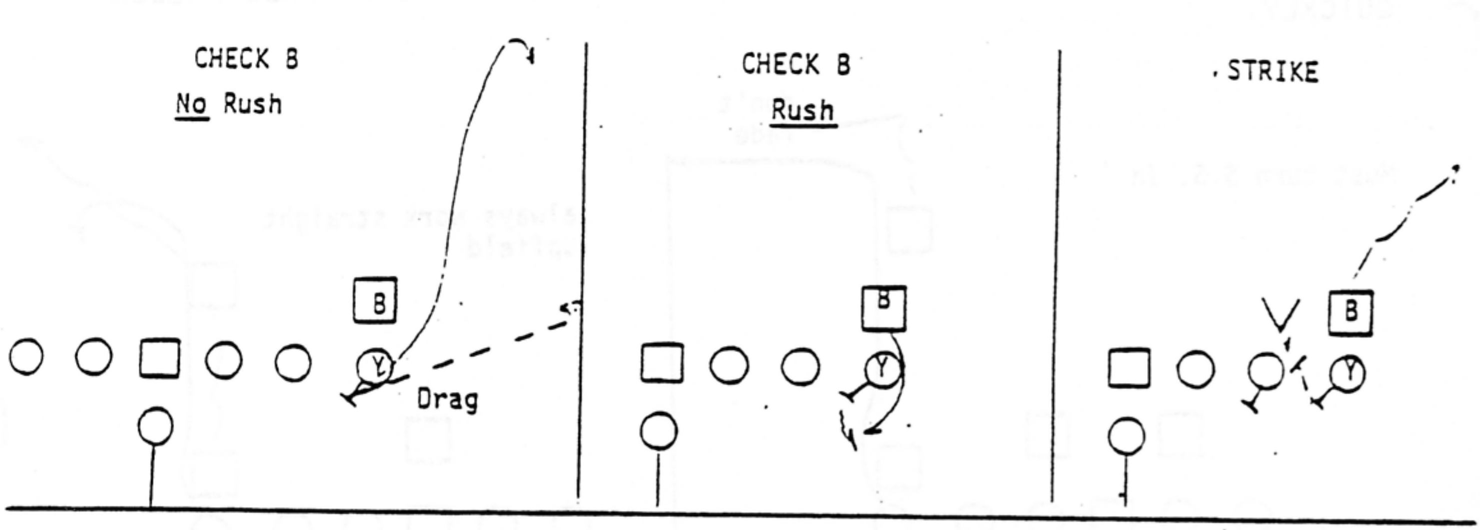


1. 1-2 YARD SPLIT. OUTSIDE RELEASE IF POSSIBLE.
2. MUST NOT BE FORCED WIDE BY LINEBACKER. MUST RELEASE STRAIGHT UPFIELD FOR AT LEAST 5 YARDS BEFORE BREAKING SHARPLY OUT AT 10 YARDS.
3. VS MAN TO MAN YOU MUST TURN THE STRONG SAFETY IN. EVEN IF YOU MUST TAKE PATTERN DEEPER - HE MUST BE TURNED IN BEFORE YOU BREAK.
4. DO NOT FADE PATTERN UPFIELD. TROUBLE IF THE STRONG SAFETY GETS UNDERNEATH AND INSIDE YOU.
5. READ STRONG SAFETY AS YOU RELEASE. IF HE ROTATES ZONE CLOUD-SKY LOOK TO OUTSIDE OF BREAK - SET DOWN BETWEEN OUTSIDE AND INSIDE COVERAGE MAN.
6. VS COVER (1) WITH WEAK SAFETY MOVING TO COVER YOU. RUN QUICK HOOK - SPLITTING SAFETIES.

<u>QUARTERBACK</u>

1. 5 STEP DROP - TIMED OUT - CAN'T FORCE THROW. CAN'T TELEGRAPH THROW.
2. VS STRONG SAFETY ROTATION. LOOK FOR SLOT TO SET DOWN. BALL MUST BE THROWN IN MIDDLE OF HIM. CAN'T PULL HIM EITHER WAY.

TIGHT END



CHECK B – No Rush

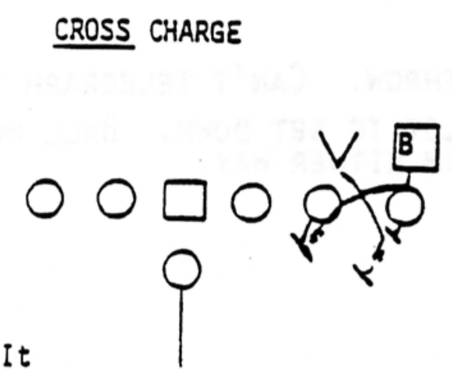
1. SPLIT 1 FOOT.
2. STEP BACK WITH INSIDE FOOT.
3. NO RUSH - RELEASE.

CHECK B – Rush

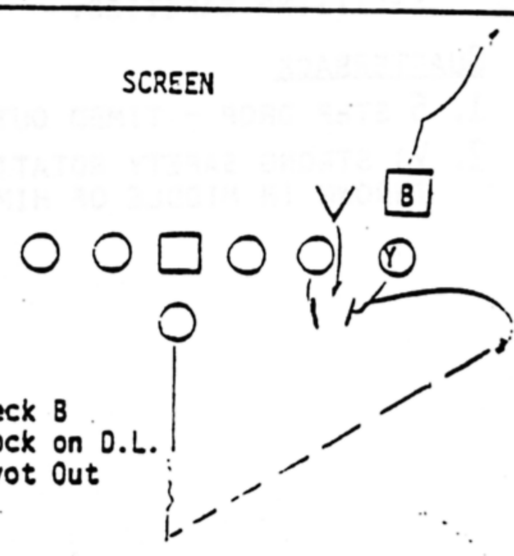
1. KEEP RUSHER OUTSIDE.
2. WORK UPFIELD.
3. ALERT TO RUSHER SLIPPING UNDER.

STRIKE

1. GET DEPTH.
2. CHECK B.
3. DRIVE THROUGH DEF. LINEMEN.
4. CUT HIM DOWN.



. Zone - It



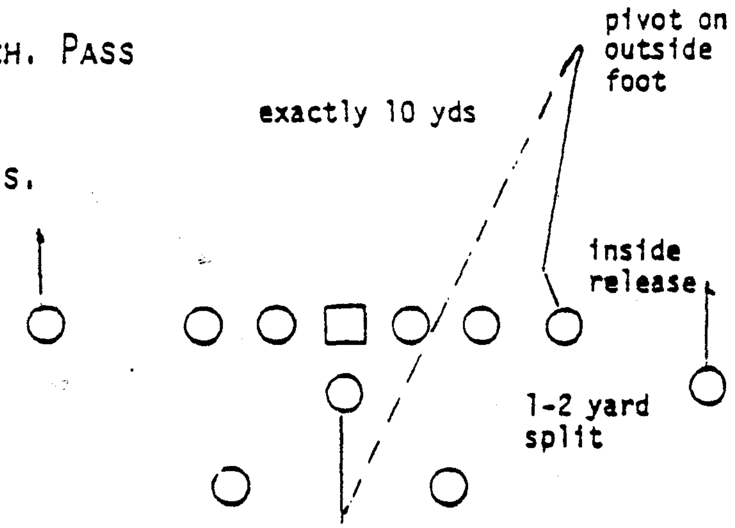
1. Check B
2. Block on D.L.
3. Pivot Out

QUICK HOOK

1. 1-2 YARD SPLIT - INSIDE RELEASE.
2. RELEASE UPFIELD - AT TOP SPEED - ON A LINE OVER YOUR ORIGINAL POSITION.
3. PIVOT OFF OUTSIDE FOOT - OPENING TO INSIDE. PATTERN MUST BE EXACTLY 10 YARDS DEEP.
4. BALL WILL BE THROWN ON TIME - JUST AS YOU BEGIN YOUR PIVOT. IT WILL BE 1/3 OF THE WAY TO YOU WHEN YOU SEE IT.
5. PIVOT STRAIGHT UPFIELD AFTER CATCH. PASS SHOULD USUALLY NET 12 YARDS.

QUARTERBACK

1. BALL SHOULD TRAVEL ABOVE SHOULDERS.
2. MUST NOT TELEGRAPH - OR RELEASE BALL LATE.
3. 5 STEP DROP - BALL THROWN ON TIME OFF RIGHT FOOT (HIT HANG).

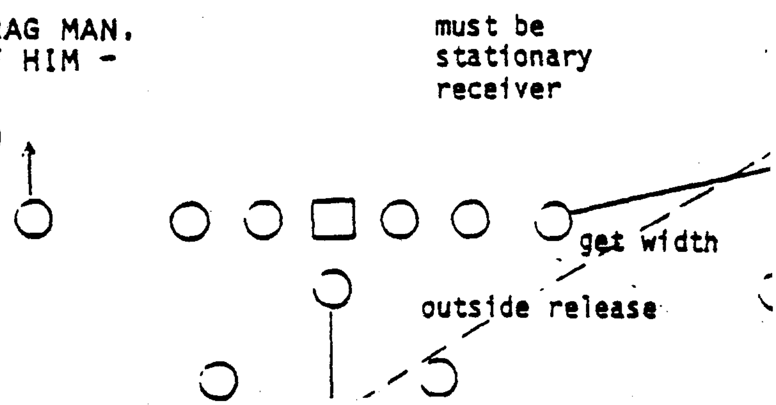


Y DRAG

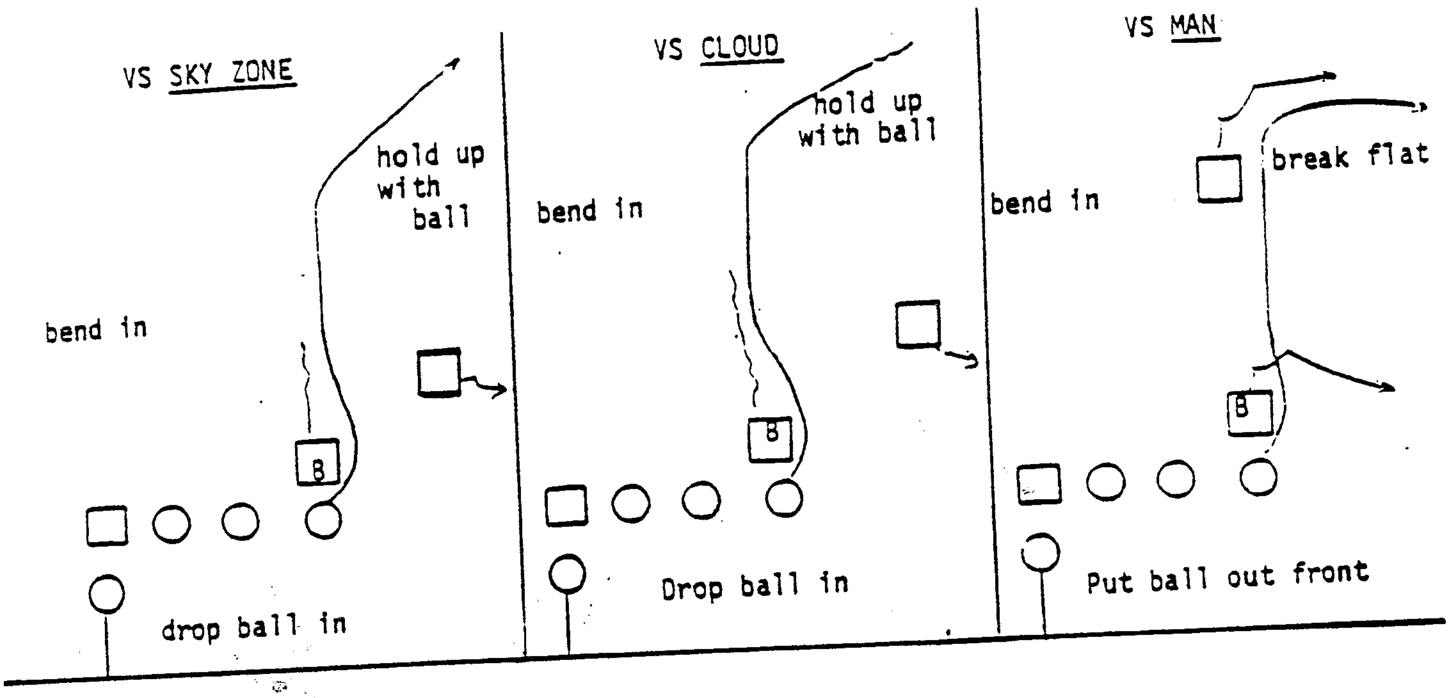
1. 1-3 YARD SPLIT - OUTSIDE RELEASE.
2. SPRINT HARD TO OUTSIDE ON A COURSE THAT WILL END AT 4-6 YARD DEPTH OVER FLANKERS ORIGINAL POSITION.
3. SET DOWN FACING QUARTERBACK - MUST BE STATIONARY RECEIVER.
4. BE ALERT - BALL MAY BE THROWN TO YOU LATE. DO NOT DRIFT UPFIELD.
5. UPON CATCHING BALL - SPRINT DIRECTLY UP SIDELINE. DO NOT CUT BACK TO INSIDE.

QUARTERBACK

1. USUALLY 7 STEP DROP.
2. BALL IS USUALLY THROWN LATE TO DRAG MAN. DRILL THE BALL INTO THE MIDDLE OF HIM - CHEST HIGH.
3. DO NOT FORCE HIM TO CHASE BALL TO CATCH IT.



Y SAIL

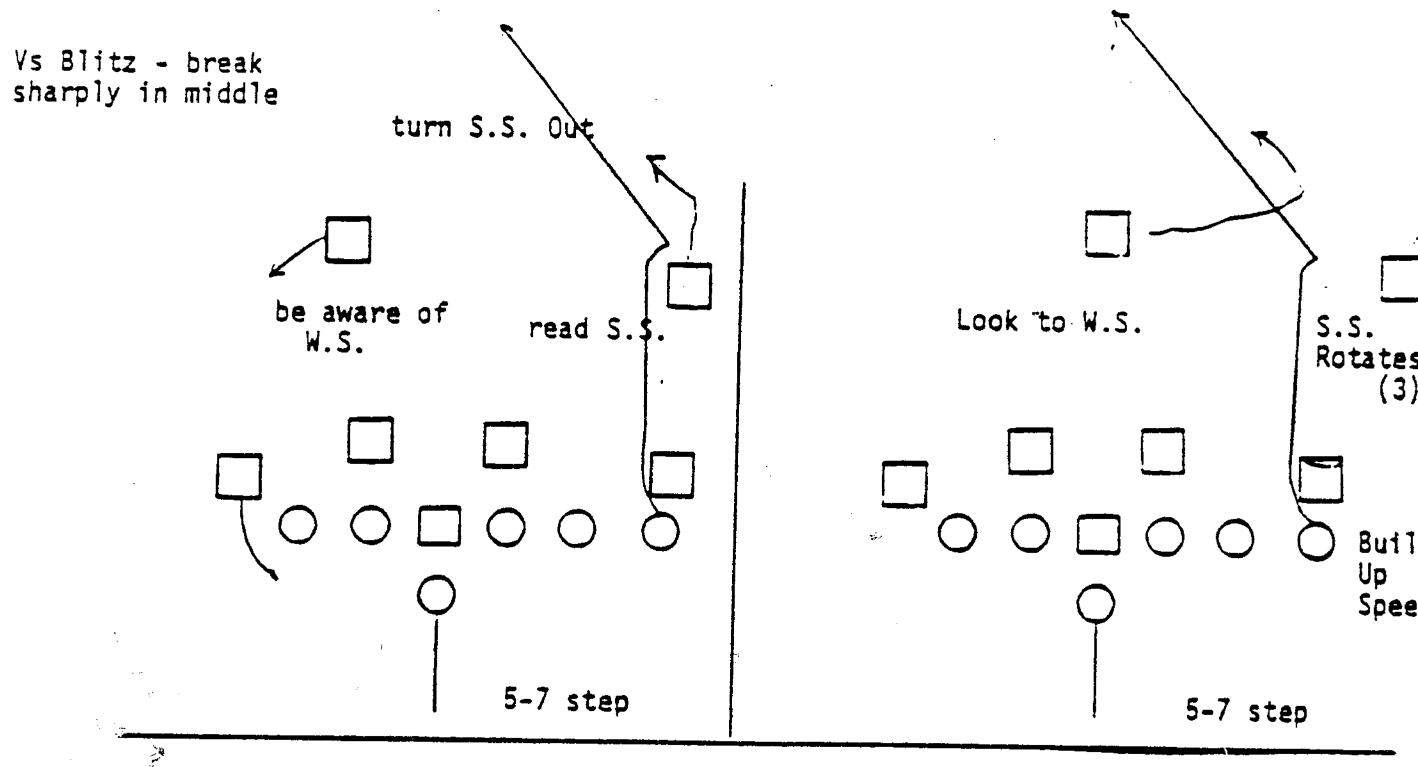


1. BASIC SPLIT 1-1/2 YARDS.
2. RELEASE OUTSIDE.
3. BEND BACK IN - KEEP FEET MOVING.
4. ROLL IT OUT AT ABOUT 10-12 YARDS.
5. CATCH BALL IN DEAD AREA OF ZONE (18 YARDS DEEP).
6. QUARTERBACK WILL HOLD UP VS ZONE.
7. MUST PSL (PRESNAP LOOK) SS ALIGNMENT.

QUARTERBACK: 7 STEP DROP

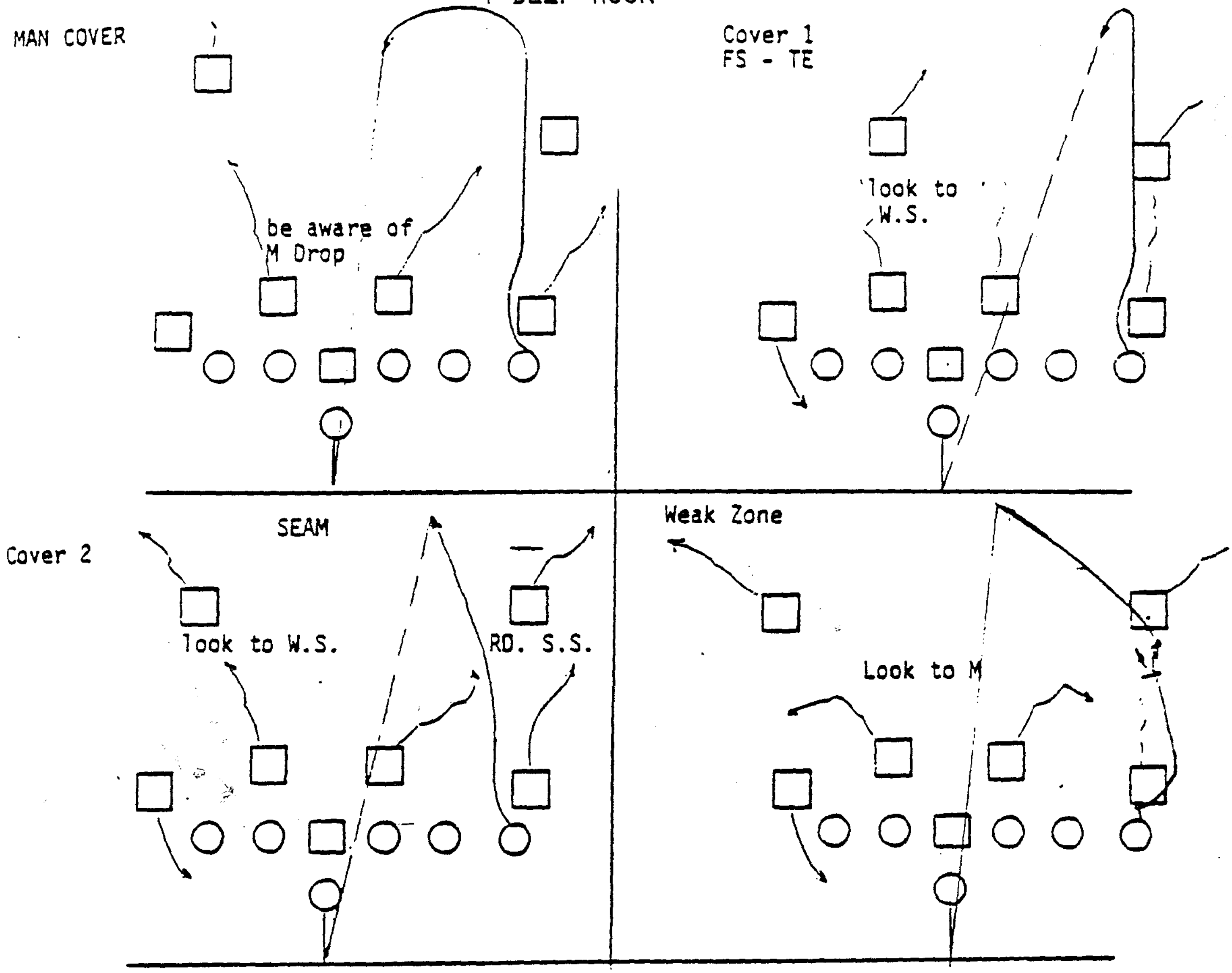
1. ANTICIPATE DEAD AREA - HOLD RECEIVER UP.
2. VS MAN LEAD RECEIVER TO OUTSIDE.
3. PSL SS (STRONG SAFETY) FOR MAN OR ZONE COVER.

Y POST



1. 1-3 YARD SPLIT - INSIDE RELEASE IF POSSIBLE.
2. 10-12 YARD BREAKING POINT - CANNOT LOSE SPEED ON BREAK.
3. READ SS ON RELEASE. VS MAN TO MAN - TURN HIM OUT AT BREAKING POINT. ON BREAK NOTE WS IF HE IS IN BLITZ COVERAGE BREAK SHARPLY IN MIDDLE. DO NOT SET DOWN VS FREE SAFETY - ATTEMPT TO GET BEHIND HIM.
4. IF SS WORKS TO OUTSIDE (COVERAGE 1) TURN ATTENTION ON SW - IF HE IS COVERING YOU, DRIVE UPFIELD - WHEN HE COMMITS BREAK UNDER HIM.

Y DEEP HOOK



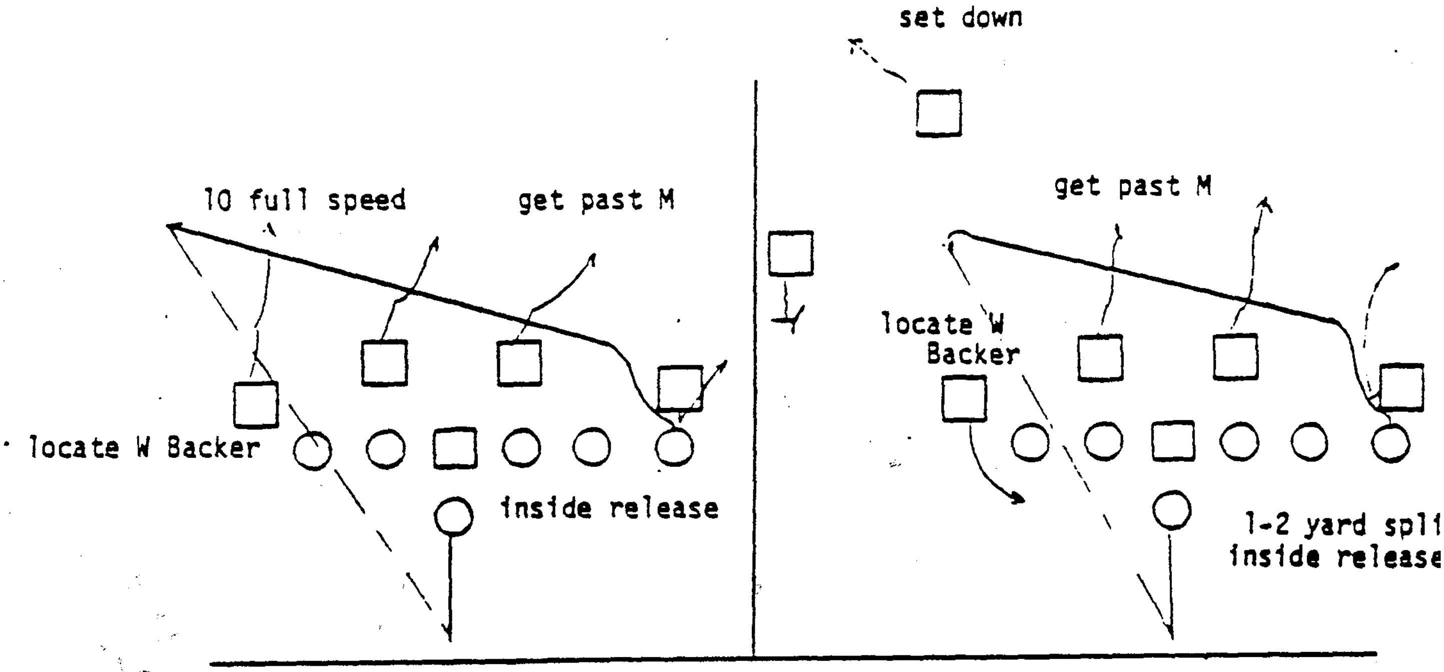
1. 1-4 YARD SPLIT (THIS MAY VARY ACCORDING TO OPPONENT).
2. INSIDE RELEASE IF POSSIBLE (OCCASIONALLY OUTSIDE RELEASE WILL BE SPECIFIED).
3. PATTERN WILL DEVELOP 15-20 YARDS DEEP. YOU MUST DRIVE HARD UPFIELD, GETTING DEPTH AS QUICKLY AS POSSIBLE AND FORCING DEFENDERS DEEP.
4. ATTEMPT TO GET INDICATION OF COVERAGE PRIOR TO SNAP BY POSITION OF STRONG SAFETY. POSSIBILITIES ARE "SKY-CLOUD-COVER 3-COVER 1-MAN TO MAN."
5. YOU MUST COME BACK TO BALL AS IT IS THROWN.
6. DECISIVELY MAKE YOUR MOVEMENTS AS CLEAR AS POSSIBLE TO THE QUARTERBACK.

NOTE: NOT DIAGRAMED IS COVER 1. PUSH SAFETIES DEEP SPLITTING THEM ON YOUR RELEASE. HOOK 10-12 YARDS DEEP UNDERNEATH BOTH OF THEM.

<u>QUARTERBACK</u>

1. 7 STEP DROP.
2. DO NOT TELEGRAPH THROW IF AT ALL POSSIBLE.
3. HOLD BALL UNTIL PATTERN DEVELOPS.
4. READ COVERAGE PRIOR TO SNAP - DURING YOUR DROP - AS PATTERN DEVELOPS. THIS MUST BE DONE IN CONJUNCTION WITH RECEIVER.

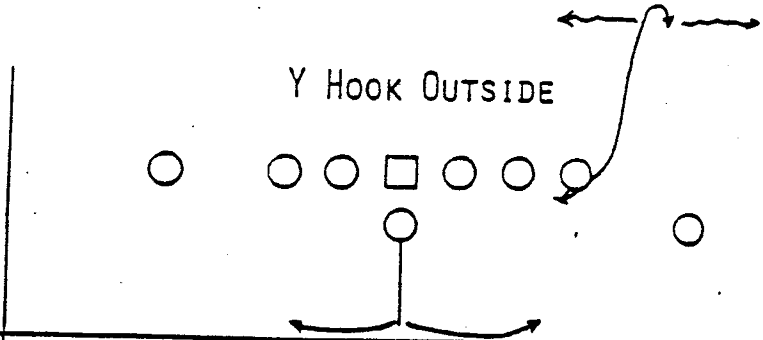
SHALLOW CROSS

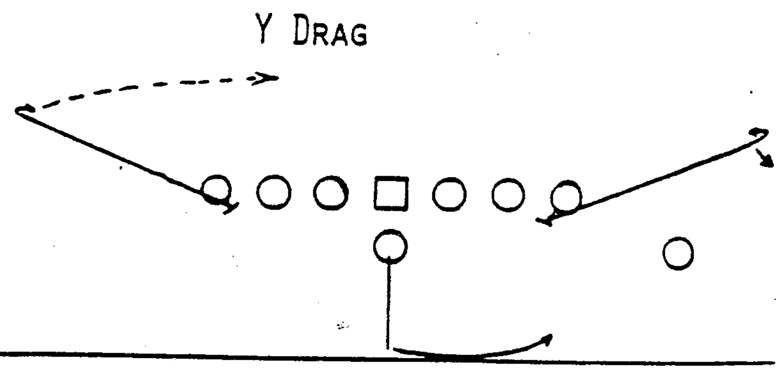


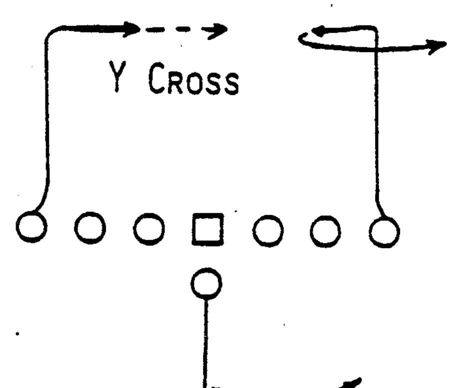
1. 1-3 YARD SPLIT. INSIDE RELEASE IF POSSIBLE.
2. CONCENTRATE ON GETTING PAST M BACKER. ATTEMPT TO STAY AS CLOSELY AS POSSIBLE TO A COURSE THAT WILL TAKE YOU 10-12 YARDS DEEP AT FAR SIDE OF FIELD. CANNOT BE HELD UP OR DRIVEN WAY OFF COURSE BY M BACKER.
3. AS YOU PASS M BACKER, LOOK TO W BACKER. IF HE IS OUT OF POSITION BECAUSE OF BLITZ OR FAKE - CONTINUE AT FULL SPEED ACROSS FIELD, LOOKING FOR BALL AS YOU PASS TIGHT HOOK AREA. IF W BACKER DROP IS IN YOUR PATH - SET DOWN BETWEEN W AND M. MUST BE DECISIVE - DON'T DRIFT. ALSO, BE AWARE OF CLOUD CORNER.
4. WITH CERTAIN PATTERNS, YOU MAY BE ASSIGNED TO CONTINUE ACROSS FIELD REGARDLESS OF LINEBACKER DROP.

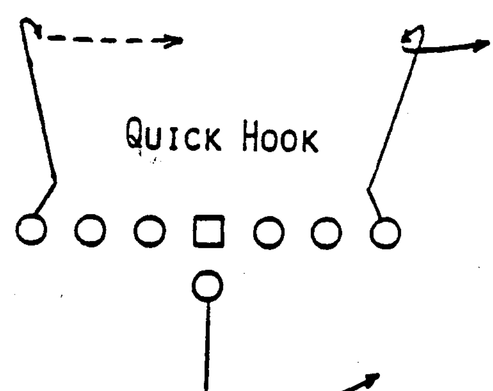
<u>QUARTERBACK</u>

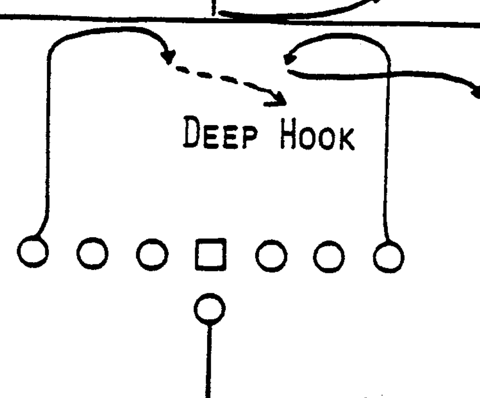
1. USUALLY WAGGLE OR PLAY PASS ACTION - WITH 7 STEP (9 YARD)DROP.
2. MUST FIND Y EARLY - BEING SURE HE GETS PAST M BACKER.
3. BE AWARE OF W BACKER - Y SETTING DOWN. DRILL BALL TO HIM AS STATIONARY RECEIVER IF HE IS SETTING DOWN.
4. BEWARE OF CLOUD CORNER.

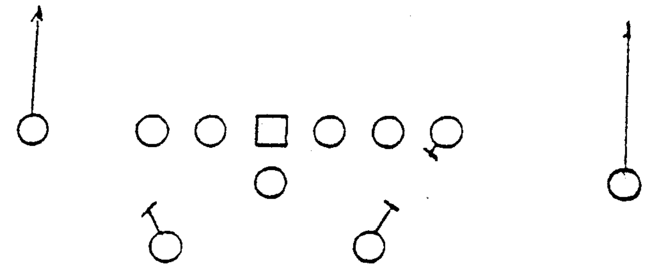

Y HOOK OUTSIDE


Y DRAG

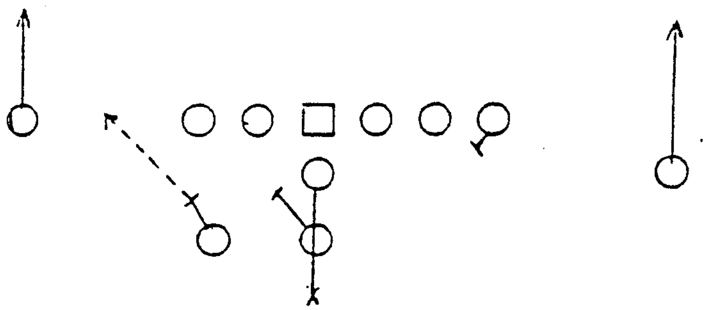

Y CROSS


QUICK HOOK


DEEP HOOK



58 (59) Strong Safety Blitz



74 (75) Weak Safety Blitz

Basic & Consistent Rules:

I. 20's and 50's = backs divide.
70's = weak flow.
80's = strong flow.

II. Second digit 0 (1) = uncovered man away from call has double read.
2 (3) and 6(7)= uncovered man to side of call has double read.
4 (5) = offensive backs on linebackers.
8 (9) = basic protection with Y check.

III. Backs know:

A) someone "scats" on 0(1), 2(3), 6(7).
B) they block linebackers on 4(5).
C) they block linebackers on 8(9) with Y check.

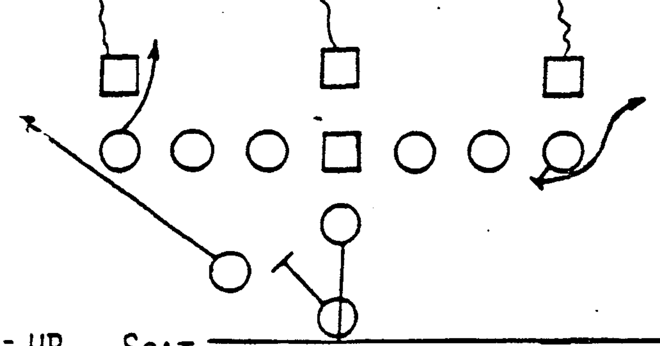
IV. Tight Ends know:

A) They scat on 2(3), 4(5), 6(7) (exception is 74(75)).
B) they check on 8(9).
C) they must learn 0(1) individually.

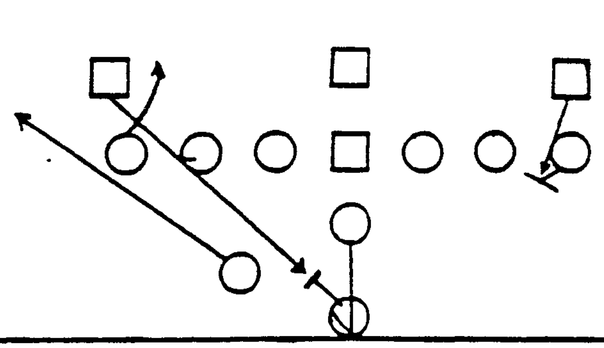
V. The digit 3 in front of another number means 3 step drop by QB and aggressive blocking (i.e. 324 double quick out).

HB - Scat
FB - Check W - pattern
Y - Check B - release
QB - Basic drop (7 steps)

T-78(79) Action - No Blitz
Tight Formation

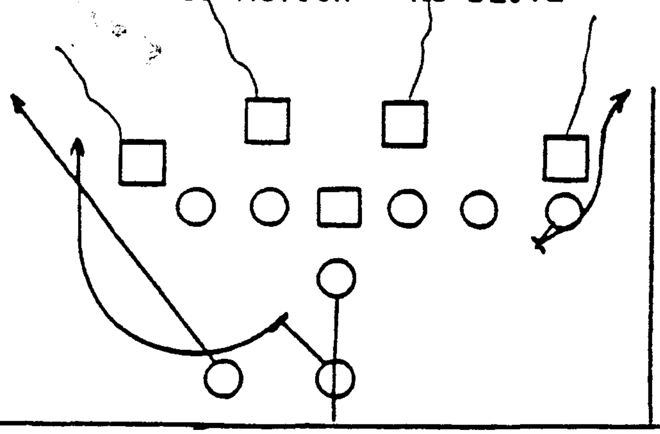


T-78(79) Action - Blitz
Tight Formation

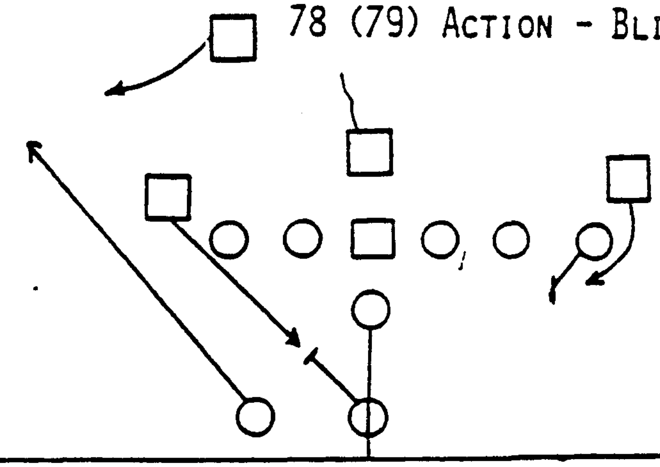


HB - Scat
FB - Check W - pattern - alert to free safety blitz.
Y - Check B - release
QB - Basic drop (7 steps)

78 (79) Action - No Blitz

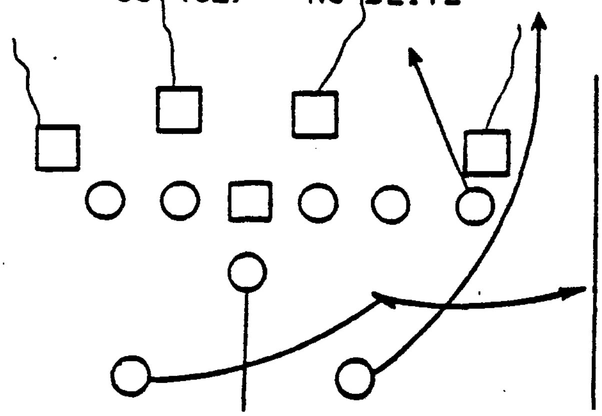


78 (79) Action - Blitz

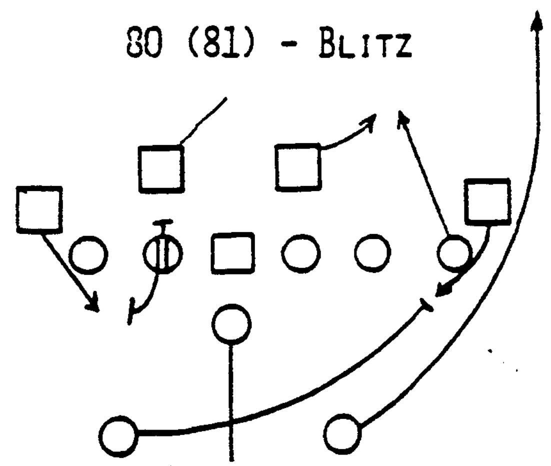


Near Back - Scat to pattern
Far Back - Responsible for B Backer - 16 Action
Y - Release to pattern
QB - Basic straight drop back

80 (81) - No Blitz



80 (81) - Blitz



DROP BACK PASSING SERIES

Passing game series are designated by two digits. The first being the number of the series, the second is related to the side to which the tight end (Y) is positioned. EXAMPLE:

1. 74 (70 Series - Tight end positioned to right or even side)
2. 27 (20 Series - With tight end positioned to left or odd side)
3. 55 (50 Series - Tight end positioned to left or odd side)
4. 24 (20 Series - Tight end positioned to right or even side)

Different pass combinations are called through the changing of the second digit. For instance, 24 would be a different flare action for the backs than 26; 76 is a different release action by the tight end than 78; 77 is the same exact pattern as 76 except that the tight end would be located to the opposite side. An example call would be, "brown right 76 Y Cross," or "brown left 77 Y Cross." Both patterns are identical - one to the right - one to the left.

1. 70 Series

All 70 Series patterns involve the flow of both away from the tight end. The halfback releases without blocking responsibility (SCAT). The fullback checks the weak side (W) backer before releasing, or will SCAT by call (70-71).

1) 70-71 calls for both HB and FB to SCAT away from the TE.

2) 74-75 is a special series related to a weak overload or safety blitz.

3) 76-77 passes release the tight end immediately. Versus a 34 front the strong guard will double read the M-B, if M blitzes the ball is released to the tight end.

4) T-78-79 passes designate a tight weak side receiver (either X or U). Pass protection assignments call for the tight end to check B and the FB to check W.

5) 78-79 passes call for the tight end to check the B backer before releasing and the FB checks W before releasing outside the offensive tackle.

-------------78-79 is basic to our pass game---------------

3. 50 SERIES

THIS SERIES CALLS FOR BOTH BACKS TO REMAIN AS PRIMARY PASS PROTECTION BLOCKERS. WITH A BASIC 54-55 CALL, BOTH BACKS WOULD BE RESPONSIBLE FOR THEIR RESPECTIVE LINEBACKERS. IF THE LINEBACKERS DO NOT BLITZ, THE BACKS THEN BACK UP THE OFFENSIVE LINEMAN, RESPONSIBLE FOR FILLING THE AREA BETWEEN THE OFFENSIVE GUARDS AND TACKLES. BACKS MAY BE GIVEN A "RELEASE" CALL TO A PATTERN.

1) 54-55 CALLS FOR BOTH BACKS TO BLOCK TO THEIR RESPECTIVE SIDES.

2) 54-55 "SWITCH" CALLS FOR BOTH BACKS TO CROSS AND BE RESPONSIBLE FOR THE SIDE OPPOSITE THEIR ORIGINAL POSITION.

3) 58-59 AUDIBLE CALLS FOR BOTH BACKS TO CHECK THE OUTSIDE RUSHER TO THEIR RESPECTIVE SIDES, NO BLITZ EXECUTE THE M PATTERN. THE TIGHT END BLOCKS #3 (MAN OVER) NO RUSH STRIKE ON THE MAN OVER THE TACKLE.

4) THE TERM STAY CALLS FOR THE BACKS DESIGNATED TO REMAIN IN PROTECTION.

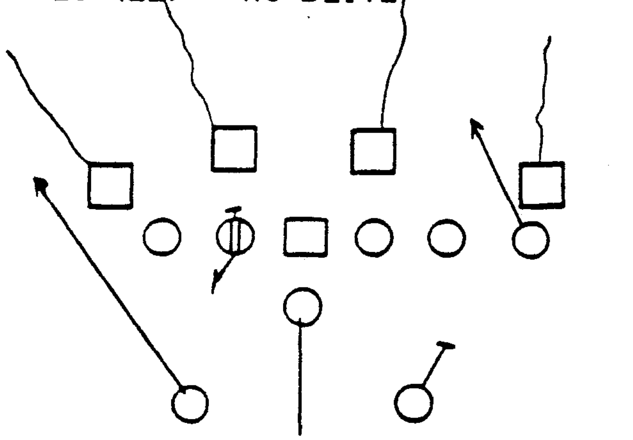
5) THE TERM RELEASE CALLS FOR THE BACKS DESIGNATED TO FILL THEIR RESPECTIVE GAPS - THEN RELEASE LATE INTO INDIVIDUAL PATTERNS.

4. 80-81

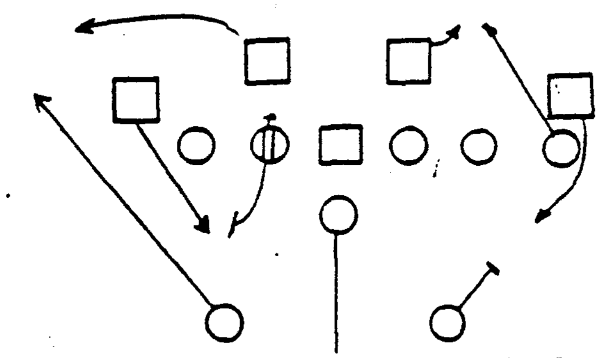
THIS SERIES CALLS FOR THE HB AND FB TO FLOW STRONG SIDE OR AWAY FROM THE SLOT. THE GUARD TO THE SLOT SIDE WILL DOUBLE READ ON P-W VS 34. THE CALL 80 MEANS THE TIGHT END IS ON THE RIGHT SIDE AND BOTH BACKS FLOW RIGHT. THE NEAR BACK IS SCAT AND THE FAR BACK IS RESPONSIBLE FOR B BLITZ. 81 SHOWS THE TIGHT END AND BACKS FLOW TO THE LEFT SIDE.

HB - SCAT: ALERT FOR BALL VS W BLITZ
FB - CHECK B - STAY
Y - RELEASE
QB - DROP VARIES BY PLAY - VS FREE BLITZER LOOK TO HB VS 4-3 NO DOUBLE READ

20 (21) - NO BLITZ

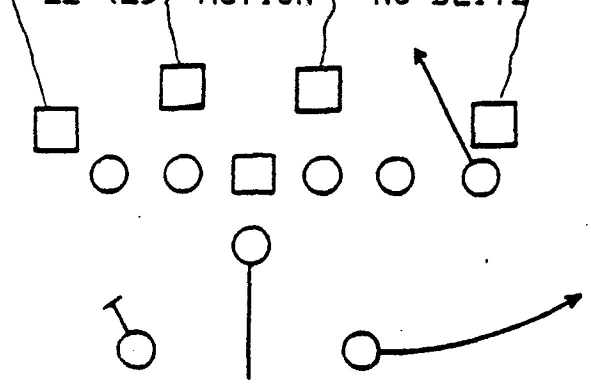


20 (21) - BLITZ

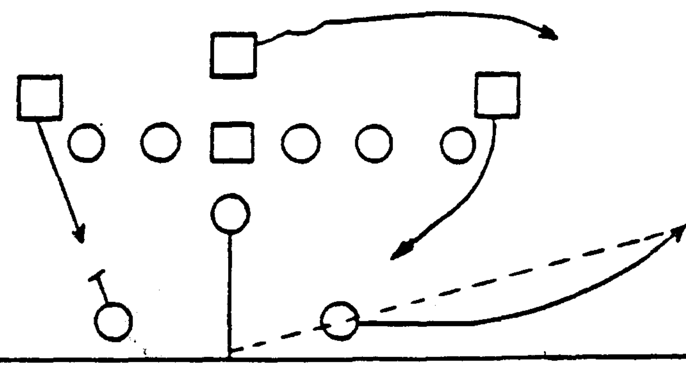


HB - CHECK W STAY
FB - SCAT
Y - RELEASE - VS M BLITZ LOOK FOR BALL
QB - READ STRONG M VS 34, VS BLITZ LOOK TO Y. NO BLITZ - BASIC DROP (5 STEP
VS 4-3 READ B. B BLITZ - GO TO FB.

22 (23) ACTION - NO BLITZ



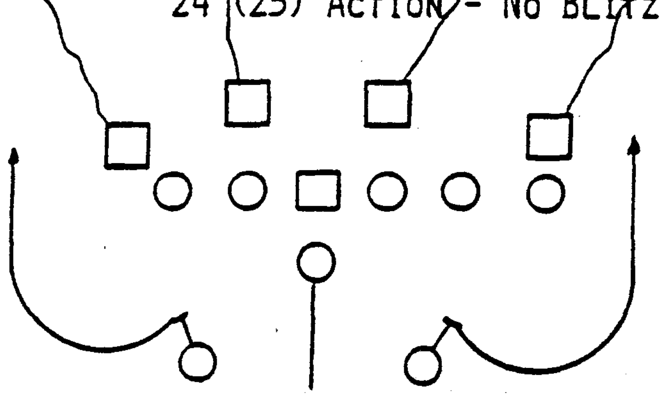
22 (23) ACTION - BLITZ



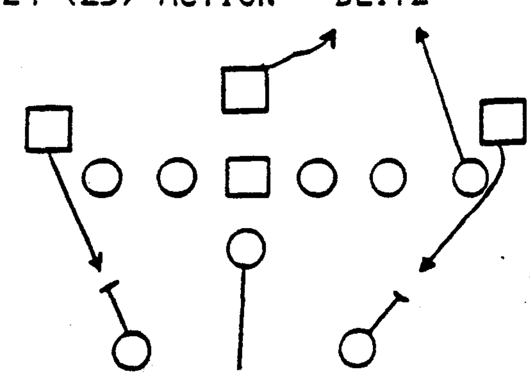
HB - CHECK W - RELEASE
FB - CHECK B - RELEASE
Y - RELEASE
QB - BASIC DROP (5 OR 7 STEPS)

(NOTE: 324-325 HAVE THE SAME RULES AS 24-25 HOWEVER, THE QB TAKES A THREE STEP DROP AND THE BLOCKING IS AGGRESSIVE.)

24 (25) ACTION - NO BLITZ

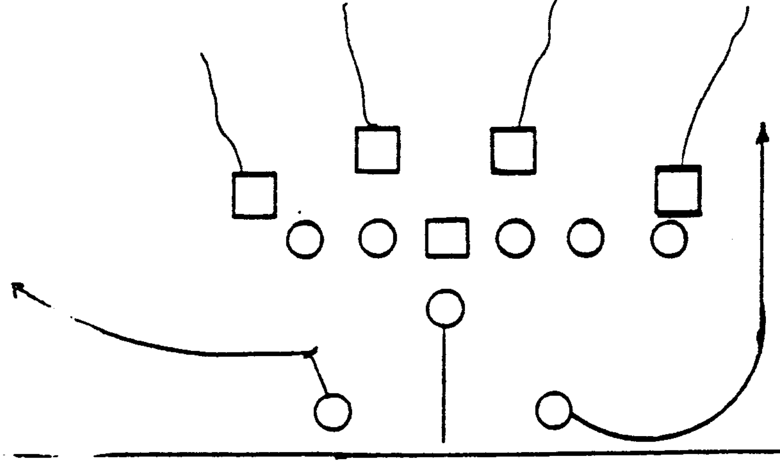


24 (25) ACTION - BLITZ

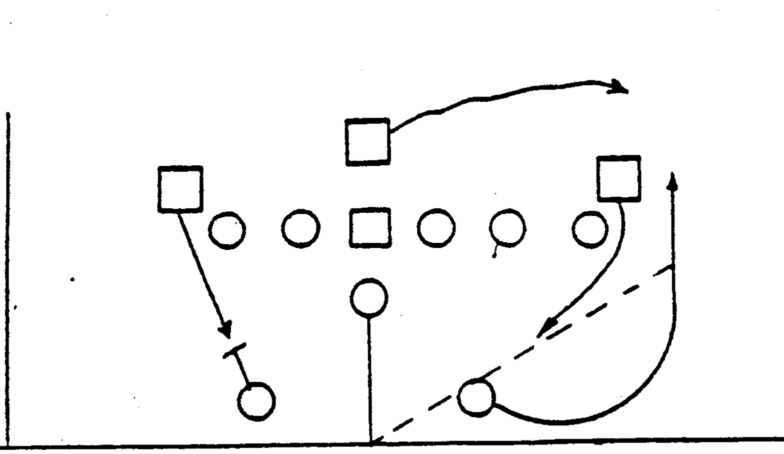


HB - Check W - stay
FB - Scat: Alert for ball vs B Blitzer
Y - Release
QB - Basic drop (7 steps) vs free blitzer look to FB vs 4-3 no double read.

26 (27 - No Blitz

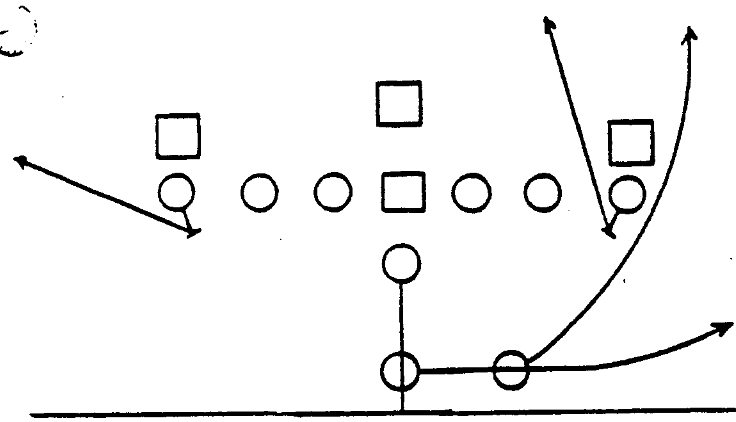


26 (27) Blitz

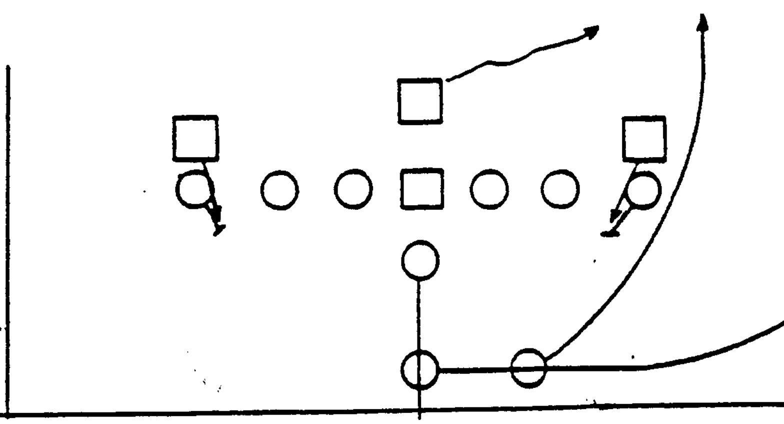


HB - Scat to pattern (rt side)
FB - Scat to pattern (rt side)
Y & (U) - Check Backer - may check then release
QB - Basic straight back drop

28 - No Blitz

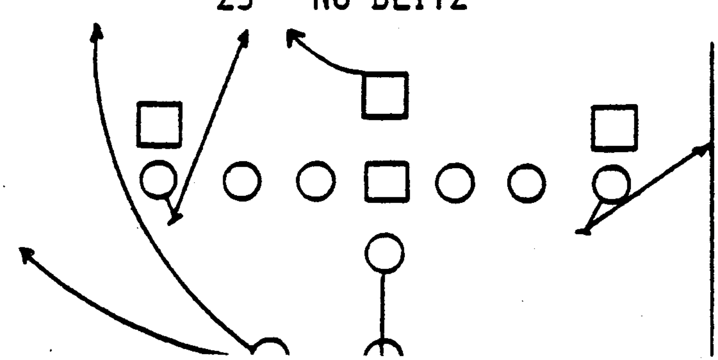


28 - Blitz

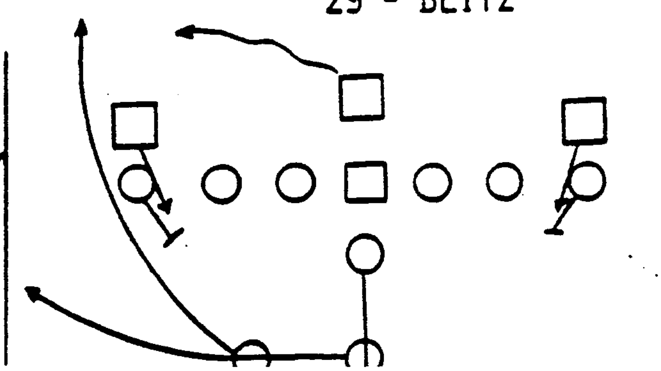


HB - Scat to pattern (left side)
FB - Scat to pattern (left side)
Y & (U) - Check Backer - may check then release
QB - Basic straight back drop

29 - No Blitz

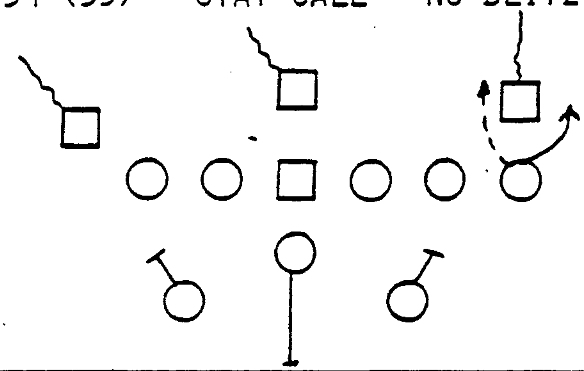


29 - Blitz

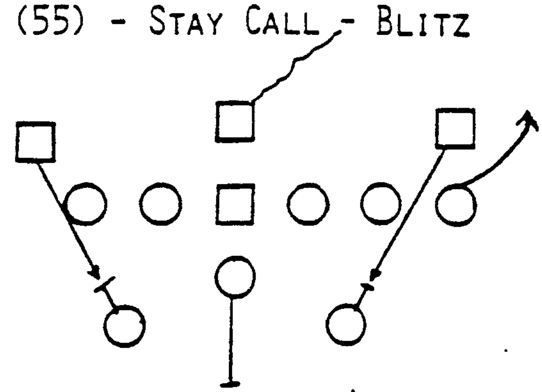


HB - CHECK W - SET UP INSIDE OFFENSIVE TACKLE, FILL GUARD - TACKLE GAP.
FB - CHECK B - SET UP INSIDE OFFENSIVE TACKLE, FILL GUARD - TACKLE GAP.
Y - RELEASE
QB - BASIC DROP 7 STEPS

54 (55) - STAY CALL - NO BLITZ

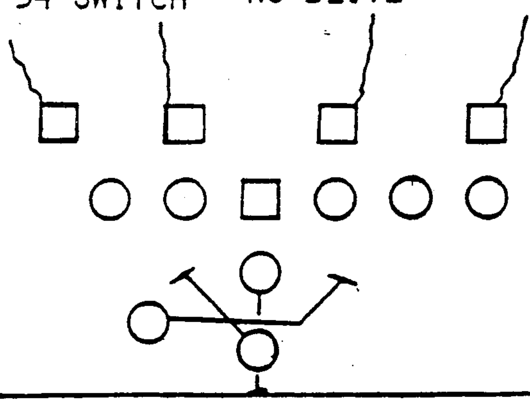


54 (55) - STAY CALL - BLITZ

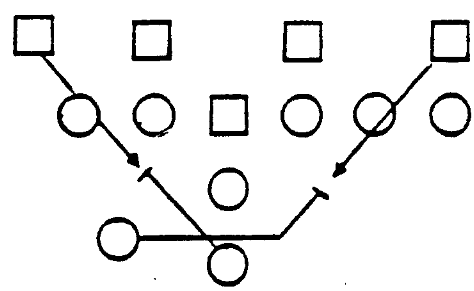


BACKS CROSS TO OPPOSITE SIDE THEN FOLLOW BASIC RULES.
HB - CHECK OUTSIDE BACKER TO OPPOSITE SIDE.
FB - CHECK OUTSIDE BACKER TO OPPOSITE SIDE.
Y - CHECK B RELEASE.
QB - 5 OR 7 STEP DROP.

54 SWITCH - NO BLITZ

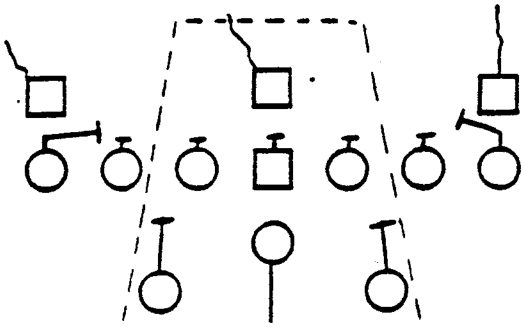


54 SWITCH- BLITZ

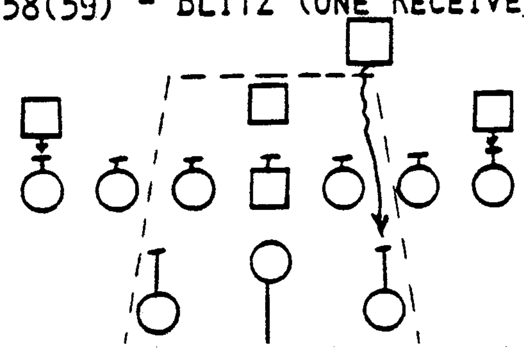


HB - HELP BLOCK DEFENSIVE LINEMEN INSIDE OT YOUR SIDE.
FB - HELP BLOCK DEFENSIVE LINEMEN INSIDE OT YOUR SIDE.
Y - BLOCK B BLITZ - NO BLITZ, STRIKE BLOCK WITH OT ON DE.
QB - BASIC DROP.

T-58(59) - NO BLITZ (ONE RECEIVER OUT)

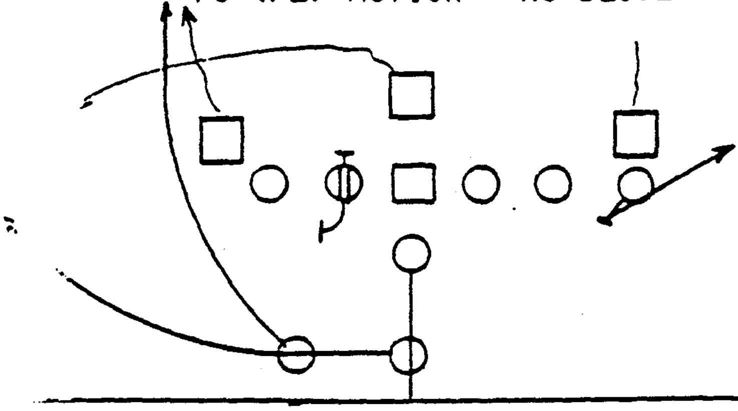


T-58(59) - BLITZ (ONE RECEIVER OUT)

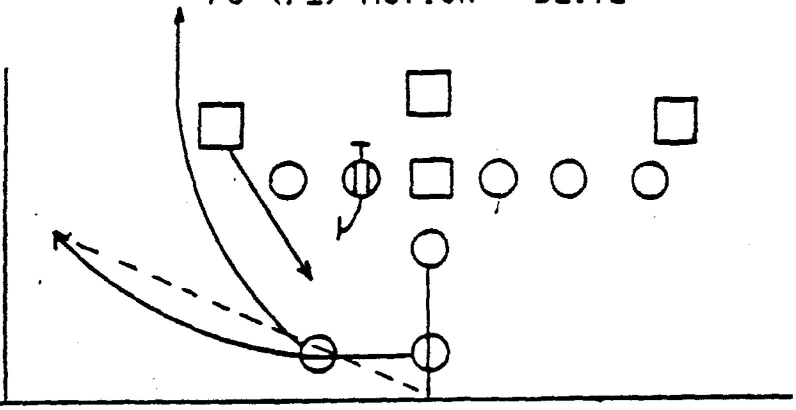


HB - SCAT
FB - SCAT
' - CHECK B - RELEASE
QB - BASIC DROP - PRE SNAP LOOK FOR BLITZ. KEY W. BEAT BLITZ BY GAME PLAN. NO DOUBLE READ VS 4-3.

70 (71) ACTION - NO BLITZ

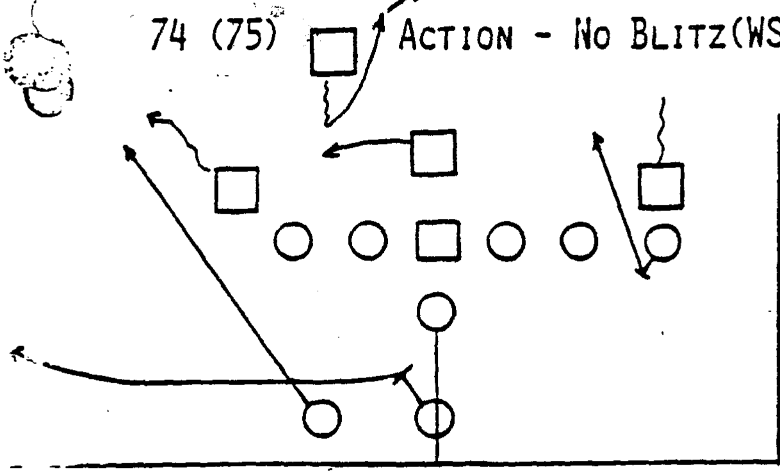


70 (71) ACTION - BLITZ

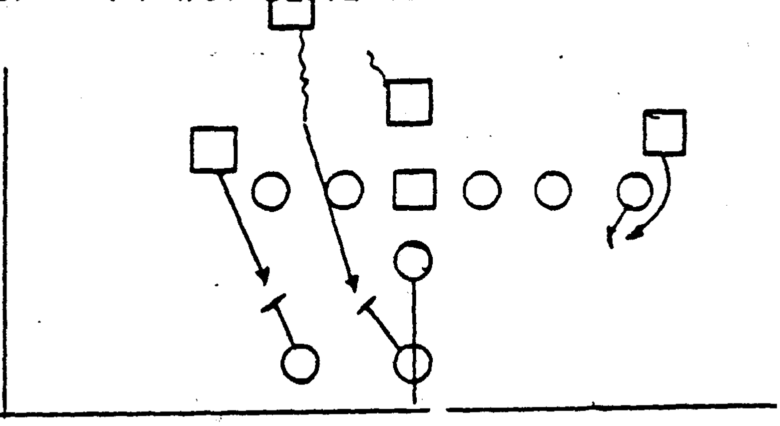


HB - CHECK OUTSIDE RUSHER W BACKER.
FB - CHECK INSIDE RUSHER FREE SAFETY.
Y - CHECK B - RELEASE.
QB - BASIC DROP 7(7 STEPS)

74 (75) ACTION - NO BLITZ(WS)

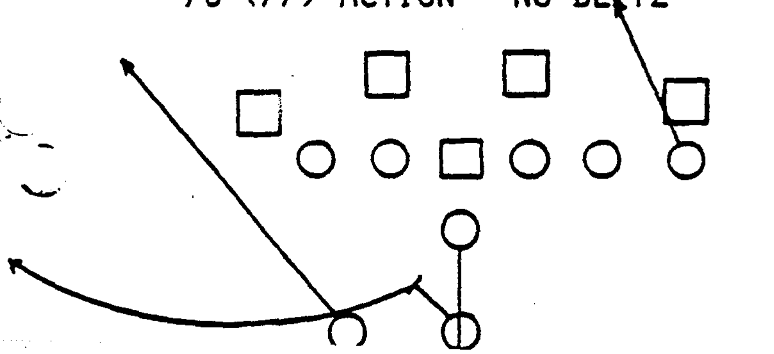


74 (75) BLITZ (8 MAN FRONT)

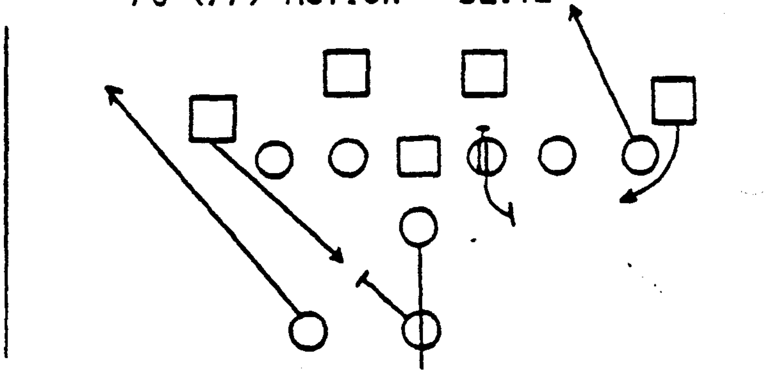


3 - SCAT
-B - CHECK W - PATTERN
Y - SCAT LOOK FOR BALL VS M BLITZ.
B - DROP BY PLAY - VS M BLITZ LOOK TO Y - NO DOUBLE READ VS 4-3.

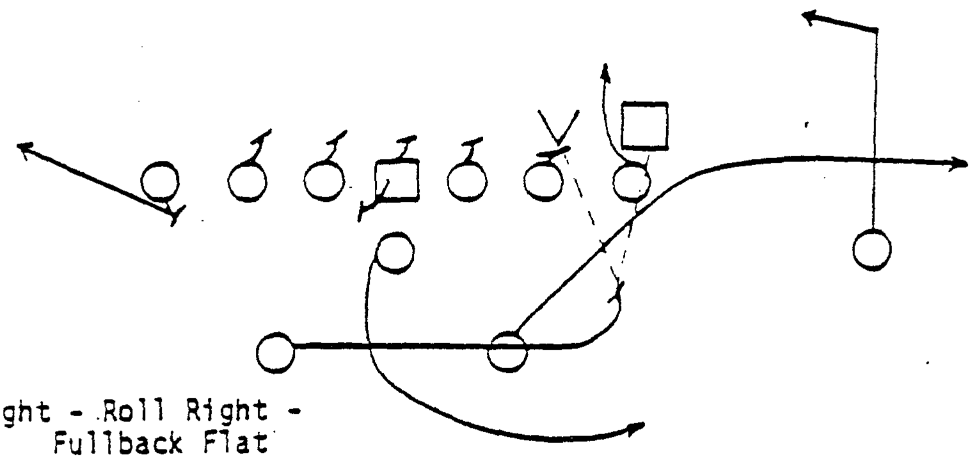
76 (77) ACTION - NO BLITZ



76 (77) ACTION - BLITZ



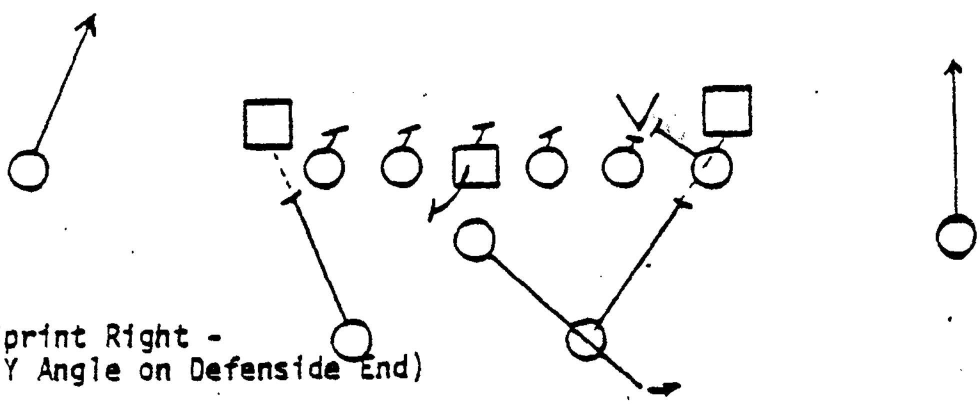
ACTION PASS SERIES



Red Right Tight - Roll Right -
Fullback Flat

ROLL ACTION

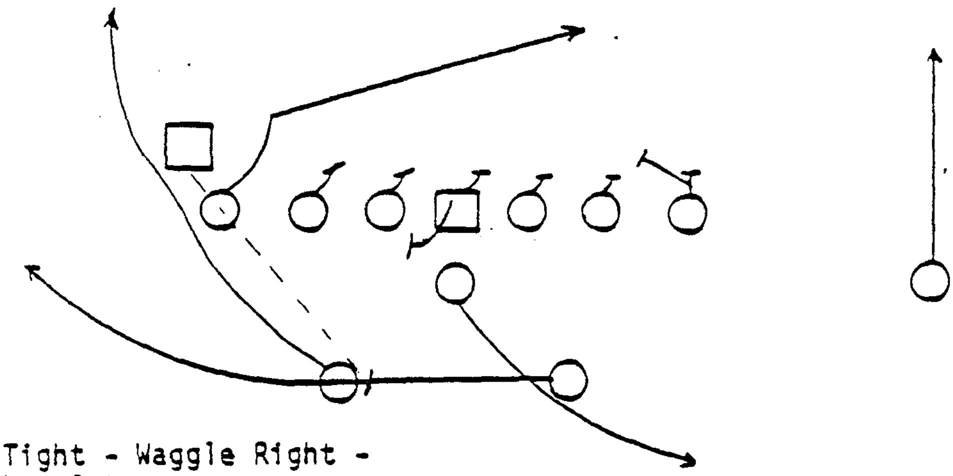
THE QUARTERBACK WILL ROLL WITH THE FLOW OF THE BACKS SETTING UP OUTSIDE THE OFFENSIVE TACKLE POSITION. THE FIRST BACK "SCATS" WITH NO BLOCKING RESPONSIBILITY. THE 2ND BACK IS RESPONSIBLE FOR THE LINEBACKER IF HE BLITZES OR FORCES. IF THE LINEBACKER DROPS OFF IN COVERAGE, THE 2ND BACK TURNS IN TO ASSIST WITH THE DEFENSIVE END. THE BACKSIDE END MAY BE RESPONSIBLE FOR THE LINEBACKER IN SPECIFIED SITUATIONS.



Red Right - Sprint Right -
Flanker Out (Y Angle on Defenside End)

SPRINT ACTION

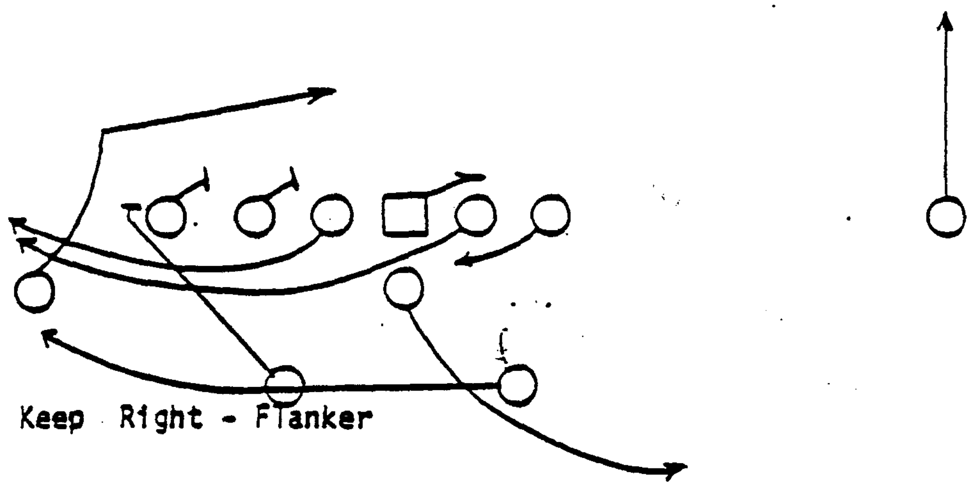
THE QUARTERBACK SPRINTS DIRECTLY TO THE SIDE CALLED. THE NEAR BACK DRIVES DIRECTLY AT THE LINEBACKER TO HIS SIDE CUTTING HIM AGGRESSIVELY. THE FAR BACK IS RESPONSIBLE FOR THE BACKER TO HIS SIDE. IN SPECIFIED INSTANCES THE TIGHT END MAY BE INVOLVED AS A BLOCKER - ANGLE BLOCKING ON THE DEFENSIVE END.



Red Right Tight - Waggle Right -
Solid Flanker Out

WAGGLE ACTION

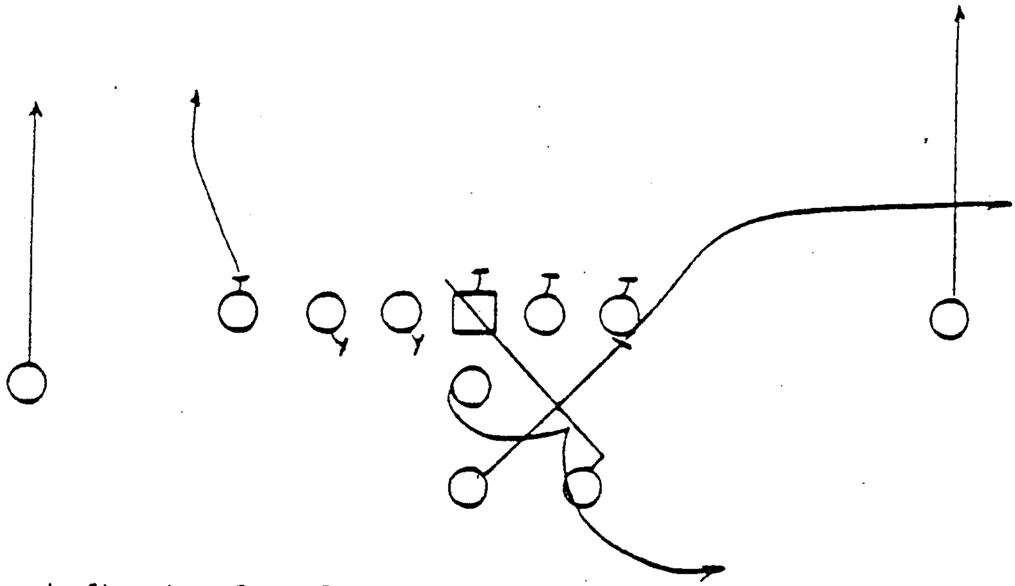
THIS CALLS FOR BOTH BACKS TO FLOW IN THE OPPOSITE DIRECTION OF THE QUARTERBACK. THE MOVEMENT OF THE BACKS IS THAT OF A SWEEP (11-12). THE 1ST BACK WOULD RELEASE WITHOUT BLOCKING RESPONSIBILITY - THE SECOND BACK WOULD BE RESPONSIBLE FOR THE LINEBACKER IF HE BLITZES. A SOLID CALL (BOOT TOWARD TIGHT END) ASSIGNS THE TIGHT END (V-Y) TO CHECK "HIS" BACKER - THEN TURN BACK ON DEFENSIVE END.



Red Left - 11 Keep Right - Flanker
Shallow Cross

QUARTERBACK KEEP ACTION

THIS IS BASED ON THE COMPLETE BLOCKING OF A RUN PLAY (11-12) WITH THE QUARTERBACK KEEPING THE BALL IN THE OPPOSITE DIRECTION. THIS IS UTILIZED IN EXTREMELY PREDICTABLE SITUATIONS. AN AUDIBLE IS EMPLOYED VS POTENTIAL BLITZ OR WIDE DEFENSIVE END CONTAINMENT. THE QUARTERBACK SPRINTS OUTSIDE - RUNNING OR THROWING ON THE MOVE.



Brown Left - Lag Pass Rt - End Hook

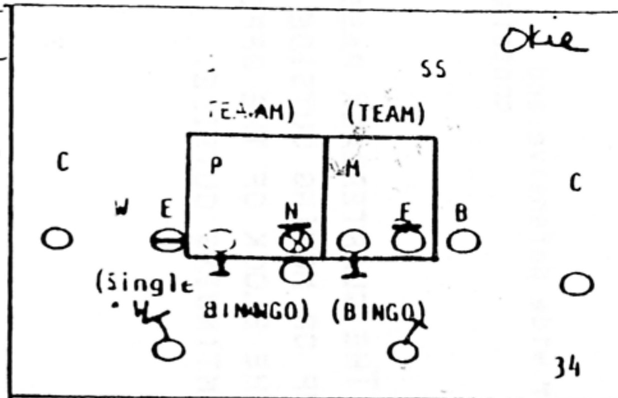
An audible is employed vs potential blitz or wide defensive end containment.

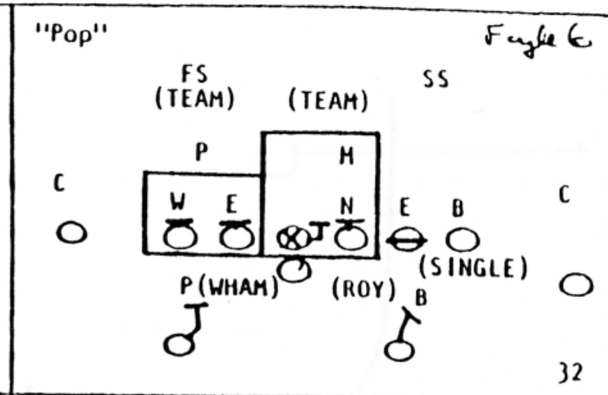
LAG PASS ACTION

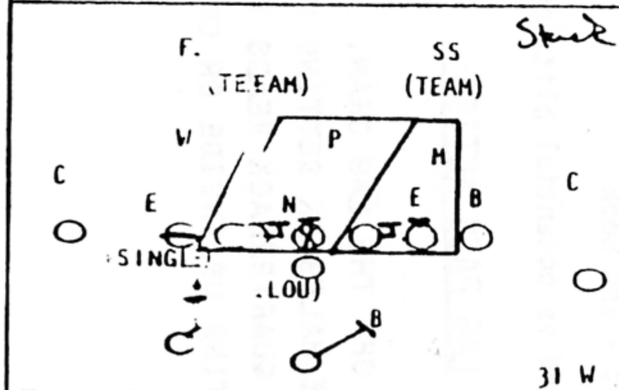
THIS IS A QUARTERBACK KEEP OFF THE LAG DRAW. THE QUARTERBACK PASSES THE EXCHANGE POINT WITH THE HALFBACK SETTING UP OR MOVING OUTSIDE THE OFFENSIVE TACKLE. THE QUARTERBACK READS THE BLOCK OF THE OFFENSIVE TACKLE - THIS DICTATES SETTING UP INSIDE OR CONTINUING OUTSIDE.

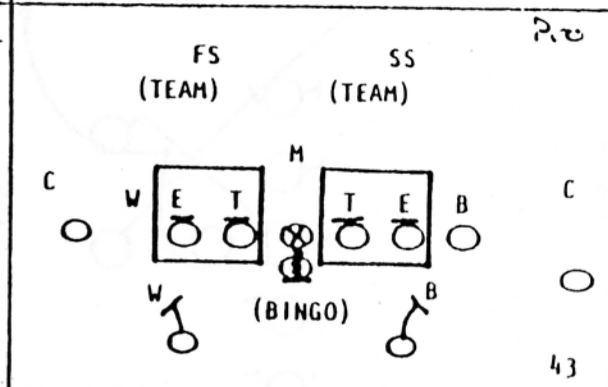
COACHING POINTS:

1. Basic Pass Protection is used in 24-25, 28-29, 54-55 and 58-59.
2. 4-5 is a 5 step drop. 8-9 is a 7 step drop.
3. Center is the focal point and works toward N or M and teams with weak guard in balanced set unless Roy or Lou call is used to shift team due to overload or reduced defense.
4. Wham is weakside call to block 35 & 32. Center must be alert to change team by either a Roy or Lou call after wham call.
5. Tackle will always block out versus T bubble. Center teams toward T bubble.
6. Linemen will not receive help from backs.
7. Helper Guard or Center (G Bubble - C Bubble respectively) will help toward team and check away if no threat from team.
8. Block personnel in 31W.
9. Triple technique vs 35 with weak tackle - guard - center. Guard is pivot of triple and teams toward the defender's charge.
10. Tackle make wham call when defense reduced.
11. Tackle or guard make pop call when defense reduced and P threatens A or B gap. This takes wham off.

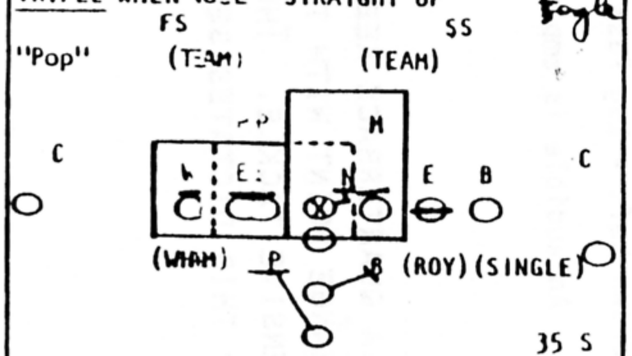


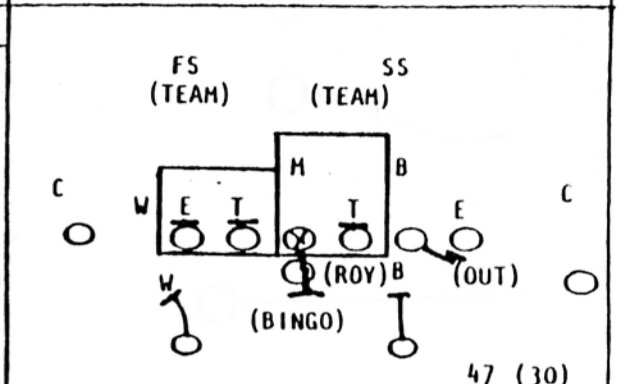


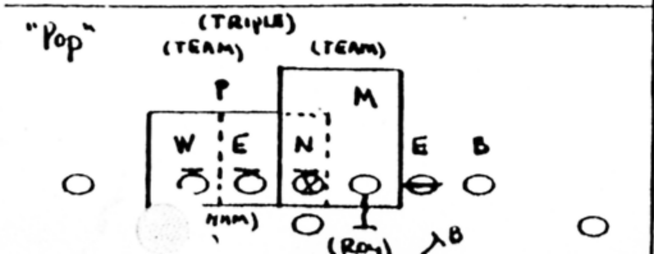




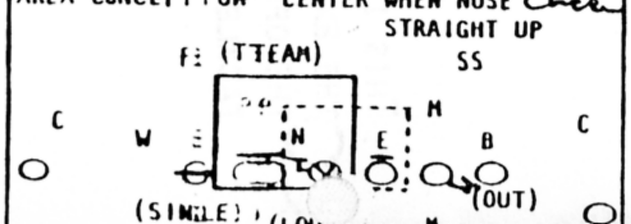
TRIPLE WHEN NOSE STRAIGHT UP

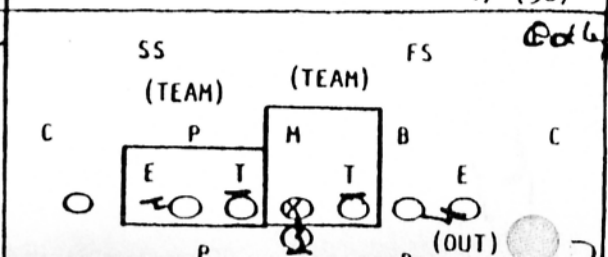






AREA CONCEPT FOR CENTER WHEN NOSE STRAIGHT UP

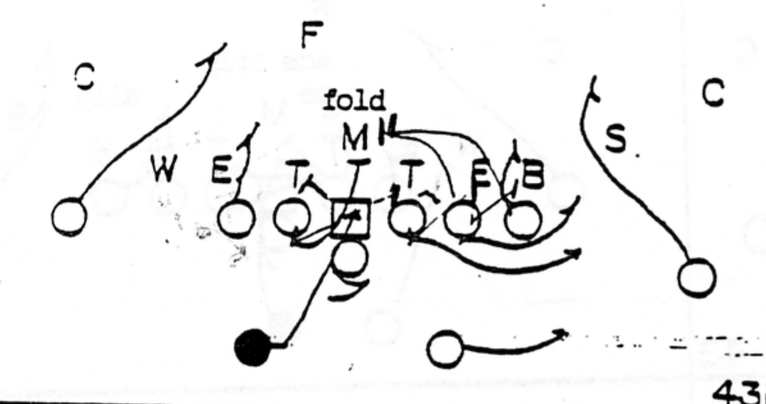


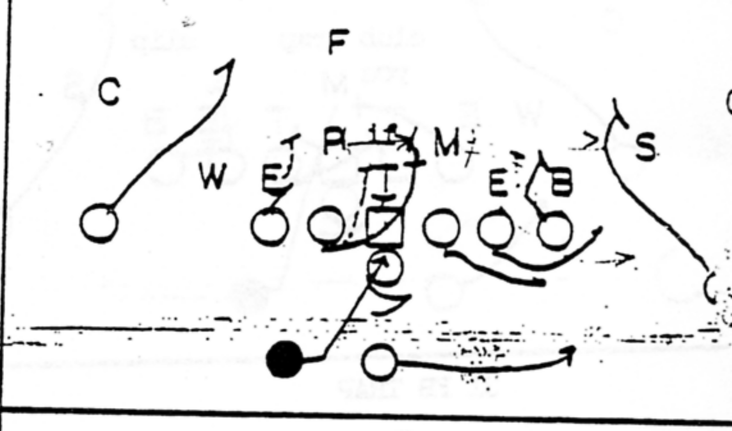


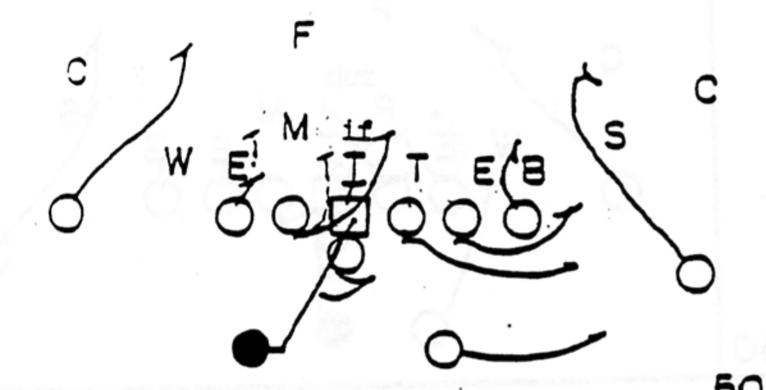
PLAY 30 (31) PULL

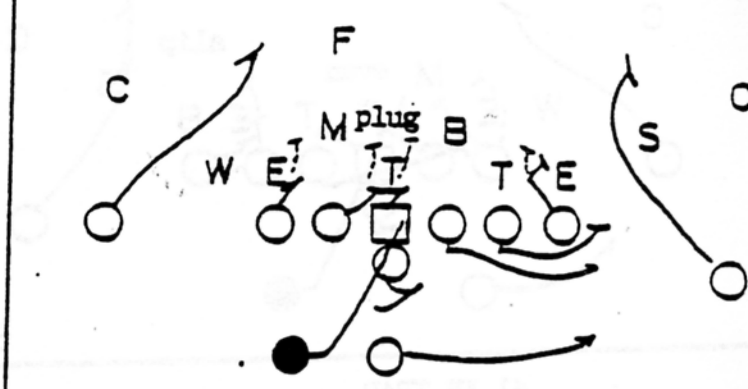
X CONVOY
LT SIFT, CUTOFF OR PLUG W/G
LG FOLD, IF OR PLUG W/C OR W/T
C DRIVE, PLUG OR FOLD
RG PULL INFLUENCE
RT PULL INFLUENCE
Y "B" INFLUENCE ON DE, BLOCK BLB (MLB IF BUBBLE OVER G)
Z CONVOY
H BALL CARRIER AT 0-1
F FAKE 33-39 TOSS
Q REVERSE PIVOT - FAKE TOSS AND HAND BACK TO BALL CARRIER - STRAIGHT DROP

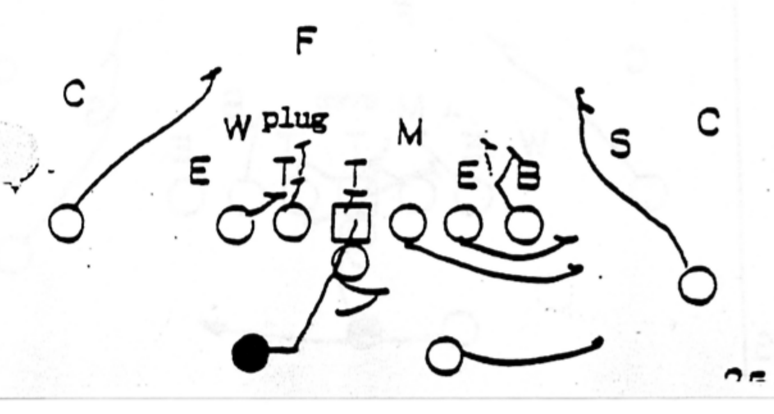
similar fake flip

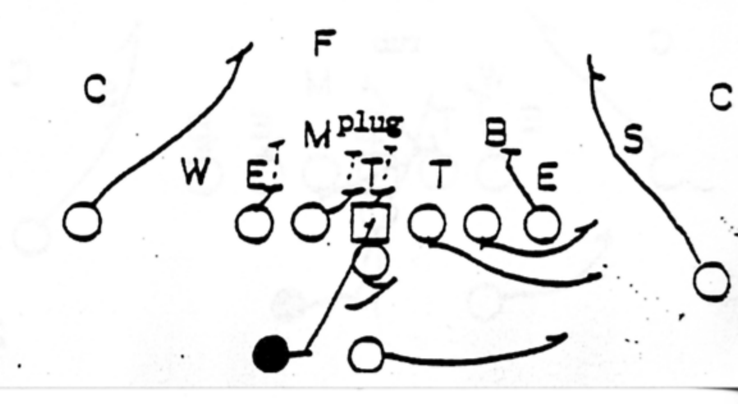








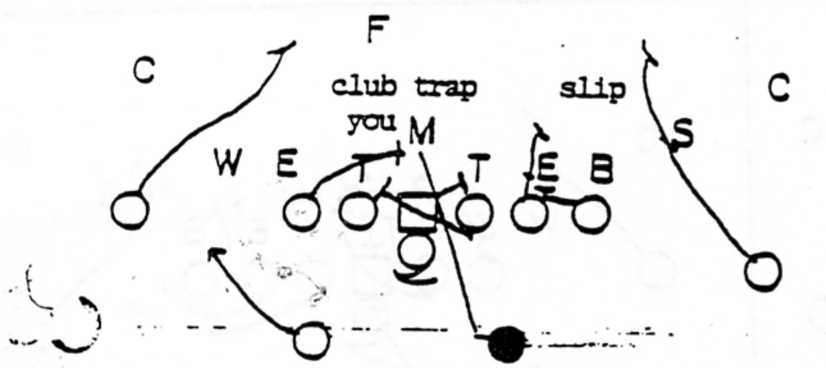




PLAY 1 (0) HOLE TRAP BLOCKING (WEAK) - VARIOUS BACKFIELD ACTIONS

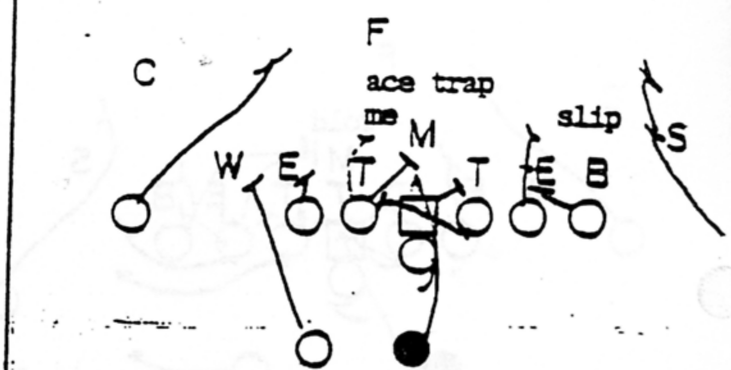
X	CONVOY
LT	1 (0) HOLE TRAP BLOCKING
LG	1 (0) HOLE TRAP BLOCKING
C	1 (0) HOLE TRAP BLOCKING
RG	1 (0) HOLE TRAP BLOCKING
RT	1 (0) HOLE TRAP BLOCKING
Y	CUT OFF OR SLIP
Z	CONVOY
H	VARIOUS BACKFIELD ACTIONS
F	VARIOUS BACKFIELD ACTIONS
Q	VARIOUS BACKFIELD ACTIONS

31 FB TRAP

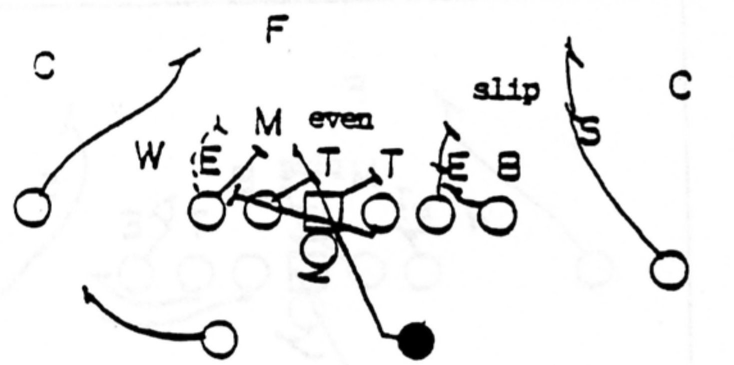


43

61 TRAP

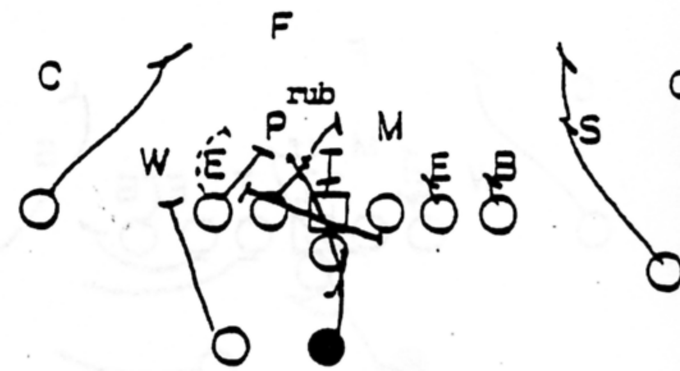


31 FB TRAP

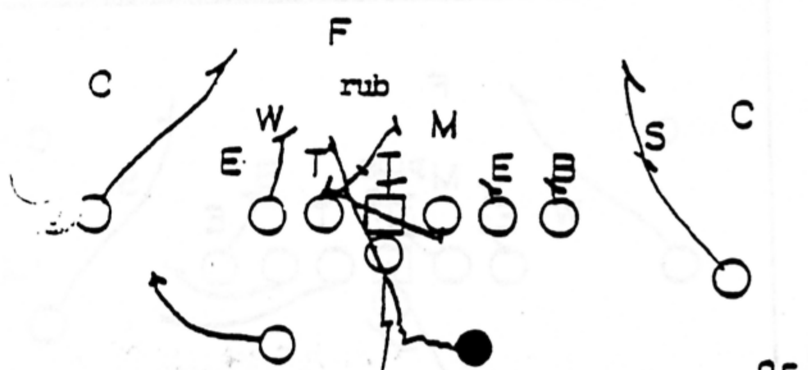


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61 TRAP

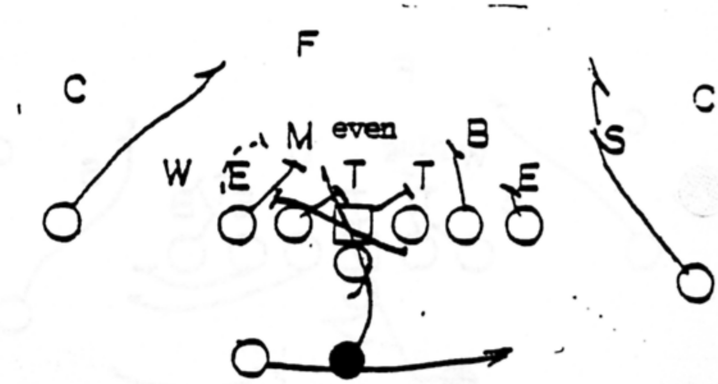


41 FB TRAP



25

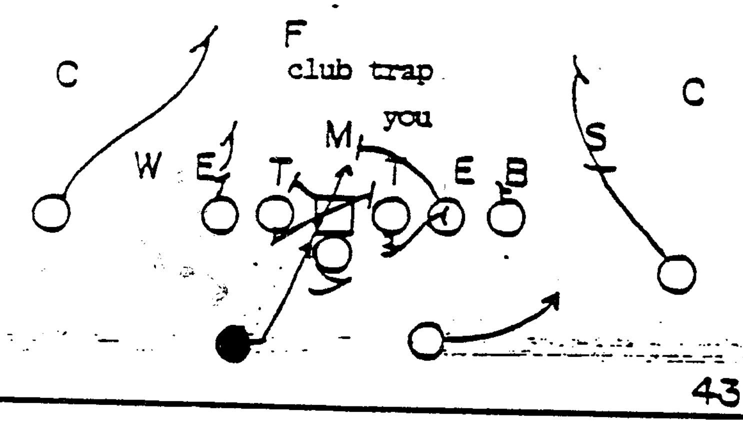
61 TRAP HB AWAY



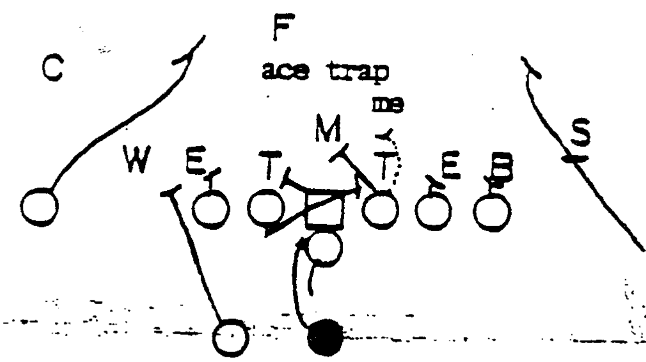
PLAY 0 (1) HOLE TRAP BLOCKING (STRONG) - VARIOUS BACKFIELD ACTIONS

X	CONVOY
LT	0 (1) HOLE TRAP BLOCKING
LG	0 (1) HOLE TRAP BLOCKING
C	0 (1) HOLE TRAP BLOCKING
RG	0 (1) HOLE TRAP BLOCKING
RT	0 (1) HOLE TRAP BLOCKING
Y	CUT OFF - SIFT FOR ST. SAFETY
Z	CONVOY
H	VARIOUS BACKFIELD ACTIONS
F	VARIOUS BACKFIELD ACTIONS
Q	VARIOUS BACKFIELD ACTIONS

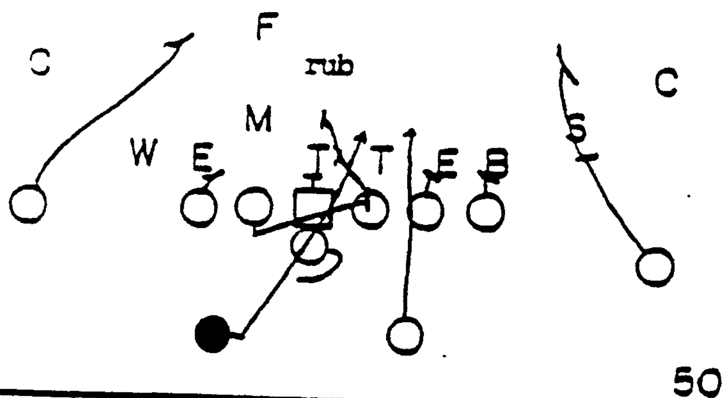
30 HB TRAP



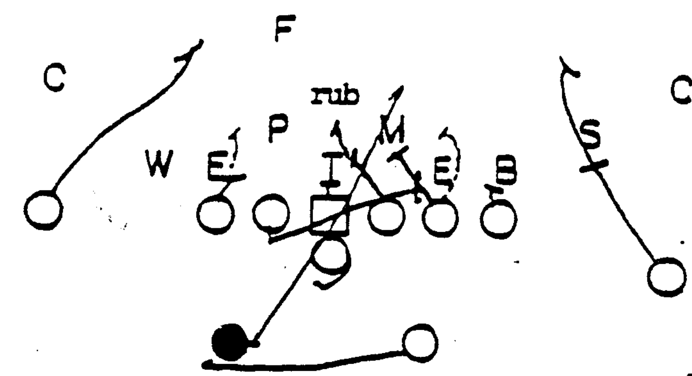
60 TRAP



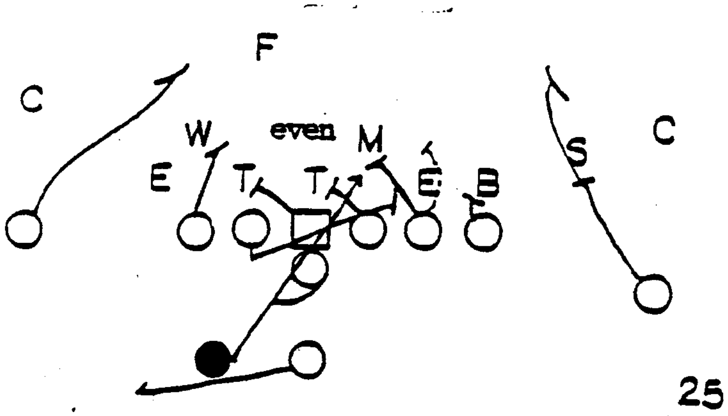
90 TRAP



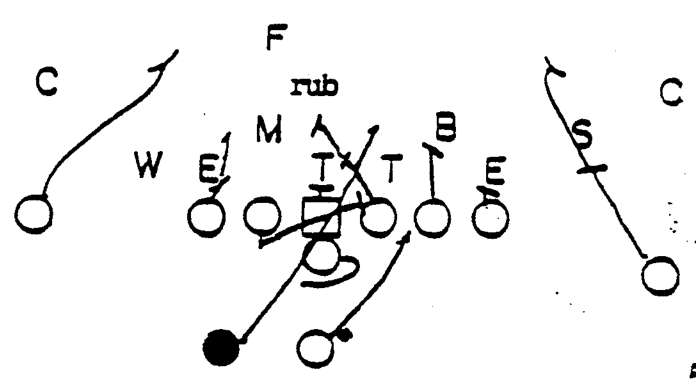
90 TRAP FB AWAY



90 TRAP FB AWAY



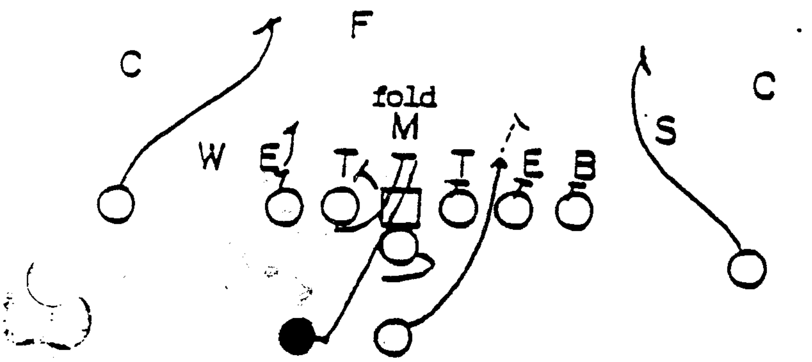
90 TRAP



PLAY 0 (1) HOLE MAN BLOCKING (STRONG) VARIOUS ACTIONS

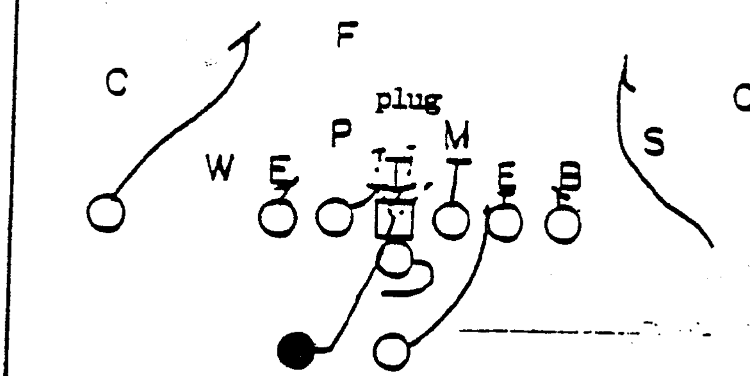
X CONVOY
LT CUTOFF OR SIFT
LG DRIVE, FOLD OR PLUG
C DRIVE, FOLD OR PLUG
RG DRIVE OR PLUG
RT DRIVE
Y CUTOFF
Z CONVOY
H VARIOUS BACKFIELD ACTIONS
F VARIOUS BACKFIELD ACTIONS
Q VARIOUS BACKFIELD ACTIONS

90 MAN

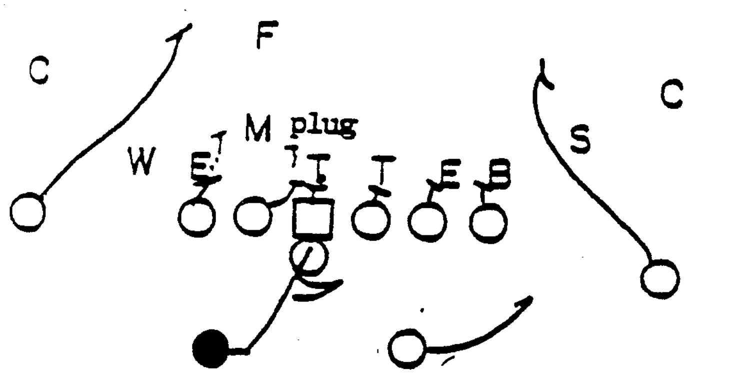


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90 MAN

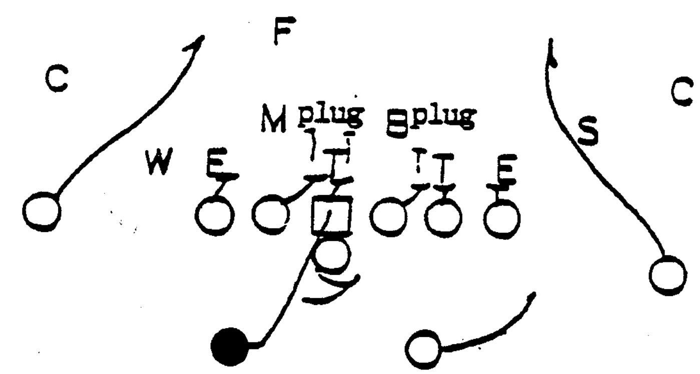


30 FB MAN

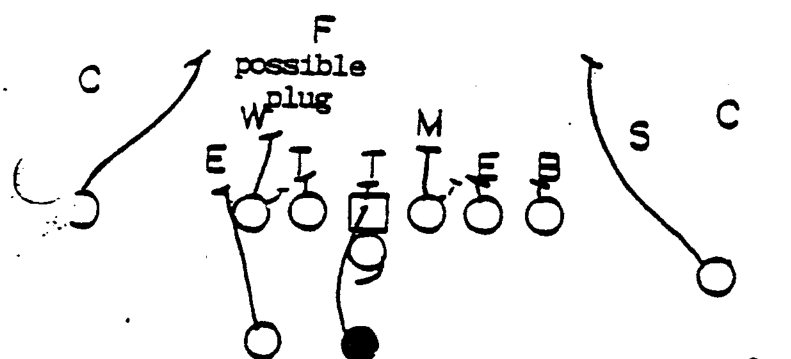


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30 FB MAN

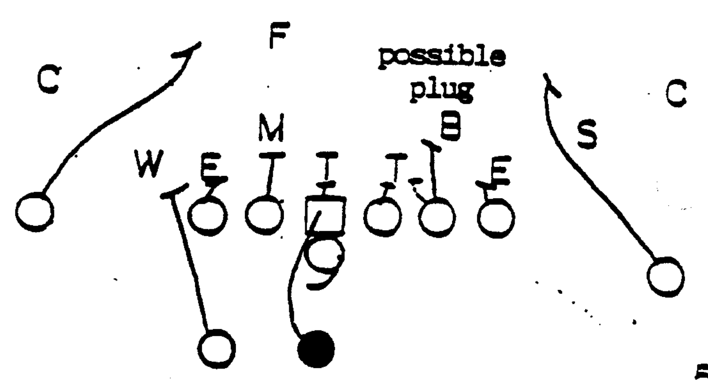


60 MAN



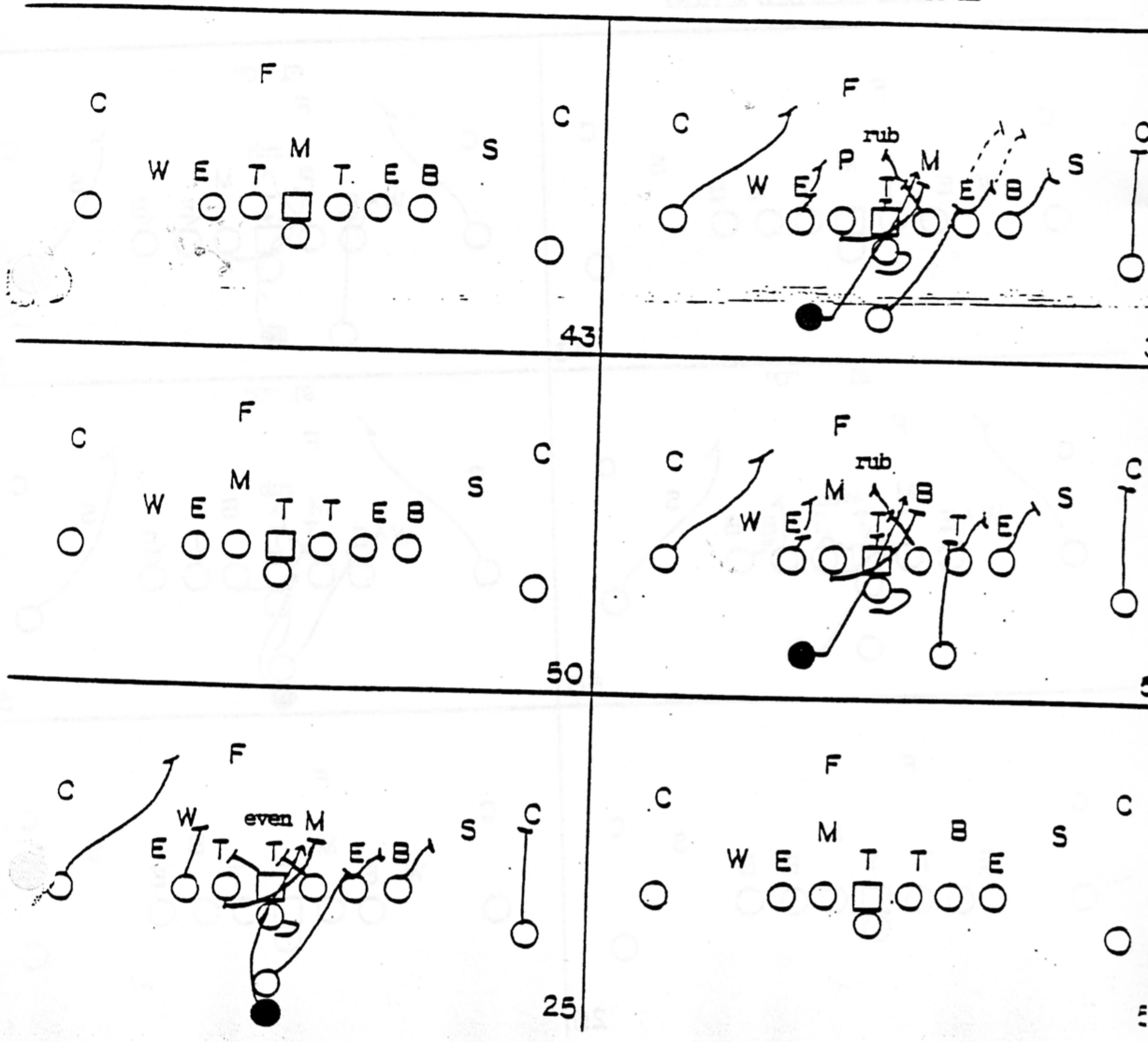
25

60 MAN



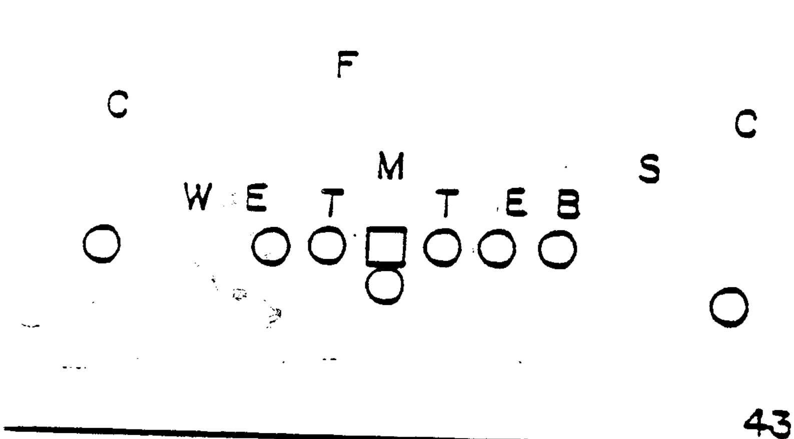
PLAY 90 (91) "O"

X	CONVOY	* FB, T&Y MUST AREA FOR DE, BLB & SS
LT	SIFT	
LG	"O" BLOCKING	
C	"O" BLOCKING	
RG	"O" BLOCKING	
RT	* BEGIN INFLUENCE HOOK - TURN OUT ON NEXT DEFENDER	
Y	* OUTSIDE RELEASE FOR SS	
Z	STALK CORNER	
H	BALL CARRIER @ 0-1 HOLE	
F	* EXECUTE "T" BLOCK ON MAN COVERING OT	
Q	REVERSE PIVOT - STOMACH BALL - QUICK JAB TO FB & HAND BACK TO HB	

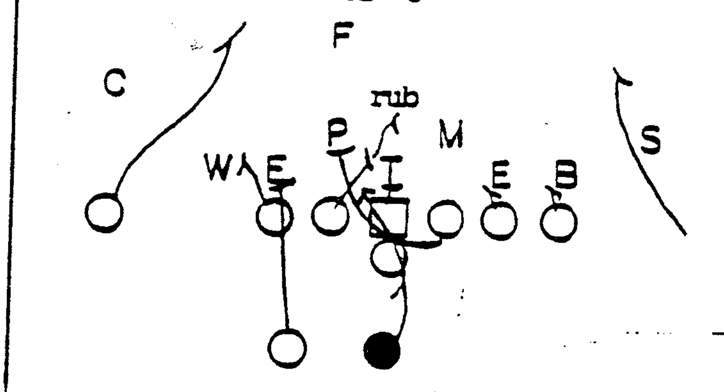


PLAY 0 (1) HOLE "O" BLOCKING (WEAK) VARIOUS ACTIONS

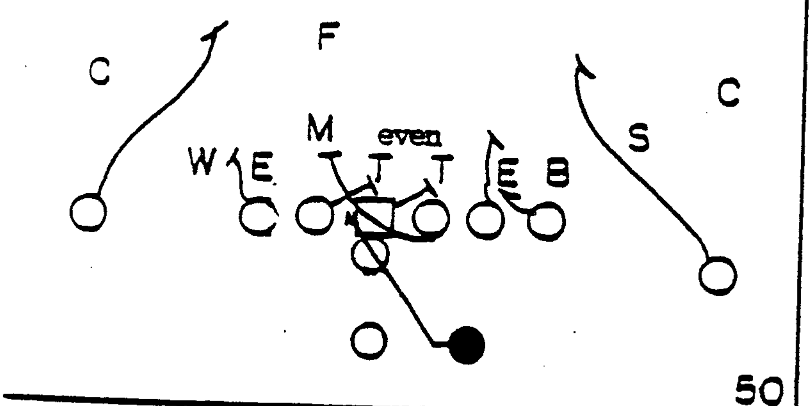
- X CONVOY
- LT BEGIN INFLUENCE HOOK - TURN OUT ON WLB
- LG "O" BLOCKING
- C "O" BLOCKING
- RG "O" BLOCKING
- RT CUTOFF OR SLIP W/Y
- Y CUTOFF OR SLIP W/T
- Z CONVOY
- H VARIOUS BACKFIELD ACTIONS
- F VARIOUS BACKFIELD ACTIONS
- Q VARIOUS BACKFIELD ACTIONS



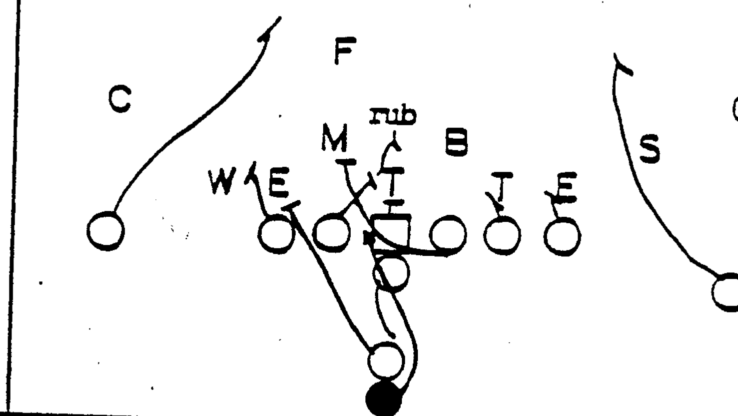
61 "O"

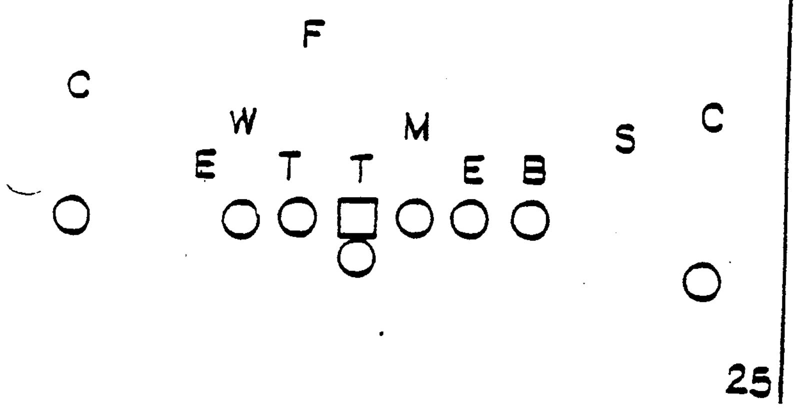


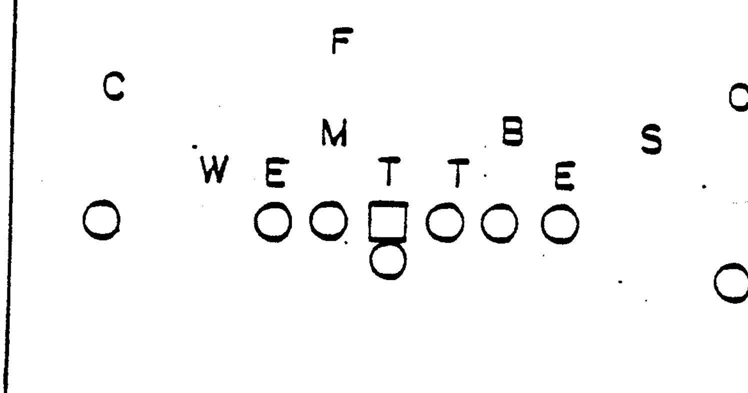
91 "O"



91 "O"

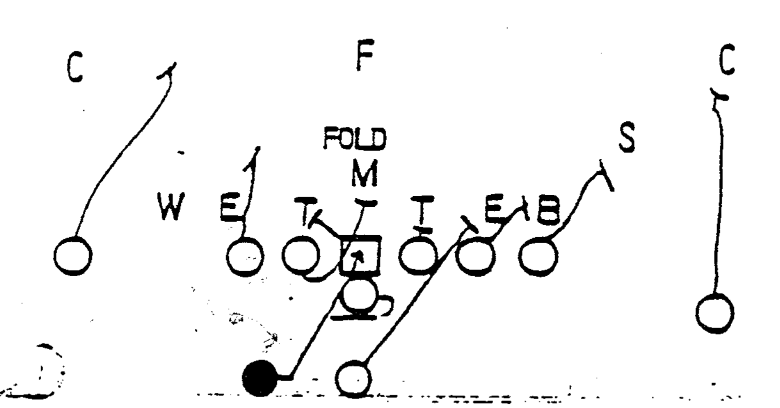






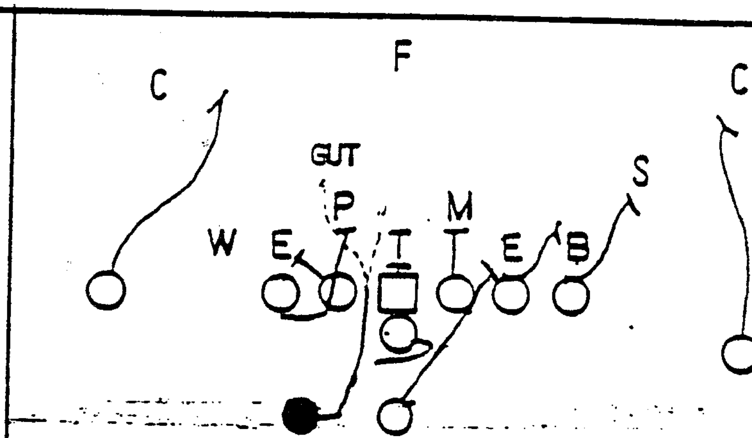
PLAY 0-1 HOLE GUT BLOCKING

X	CONVOY
LT	GUT
LG	GUT
C	DRIVE, POSSIBLE REVERSE INFLUENCE
RG	90-DRIVE, POSSIBLE REVERSE INFLUENCE; 30-PULL
RT, Y, Z	90-BLOCK 90 'O'; 30-BLOCK 30 PULL
H	BALL CARRIER AT BACKSIDE 0-1 HOLE
F	90-BLOCK 90 'O'; 30-FAKE 30
Q	EITHER 90 OR 30 HANDOFF TO HB - MUST TAKE BALL BACKSIDE FARTHER

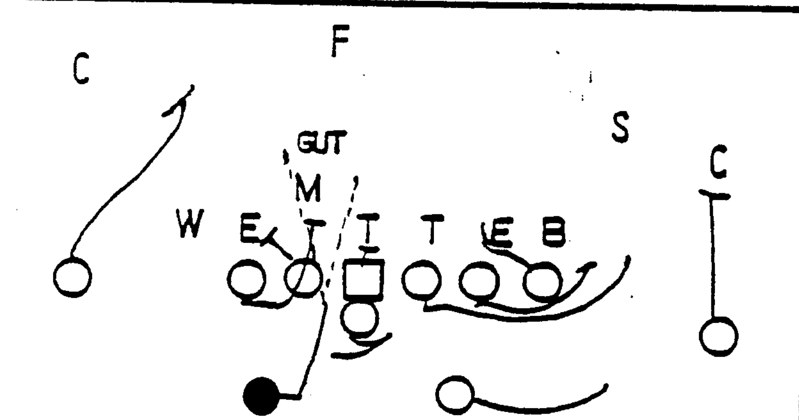


90 GUT

43

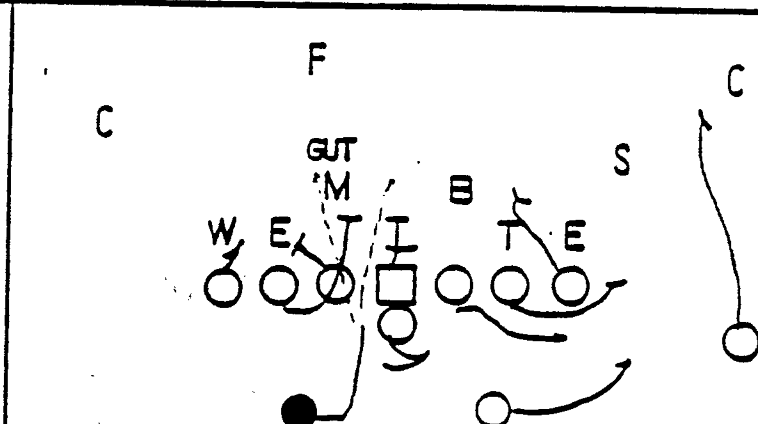


90 GUT

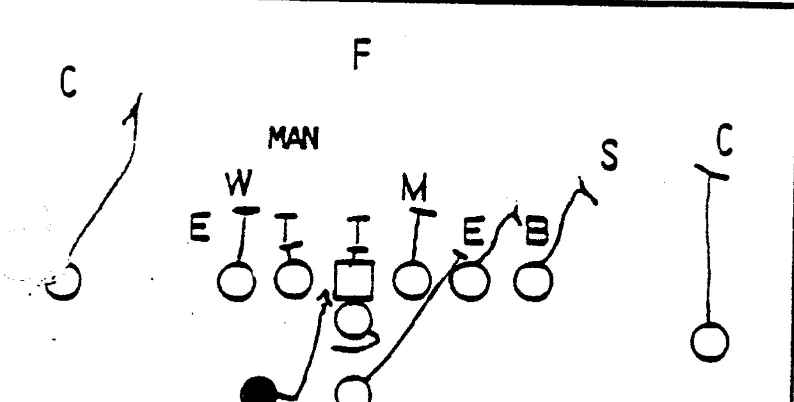


30 GUT

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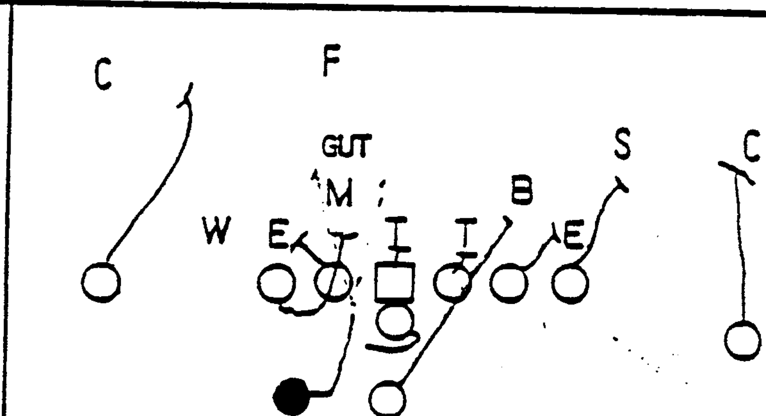


30 GUT



90 GUT

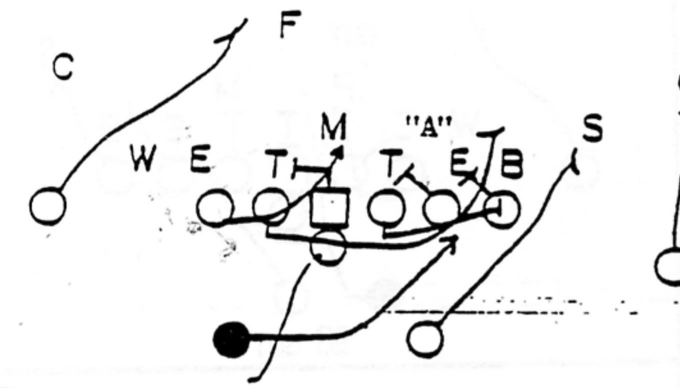
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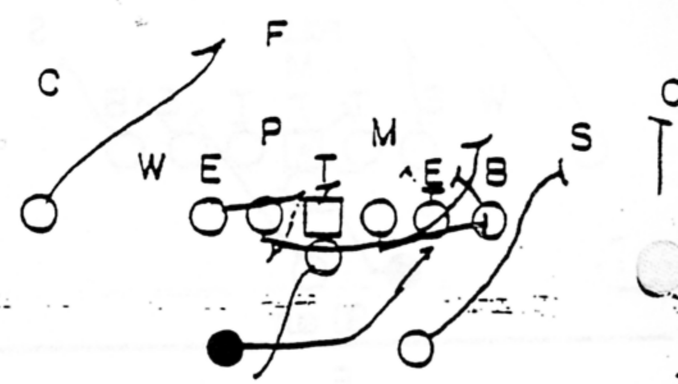
90 GUT

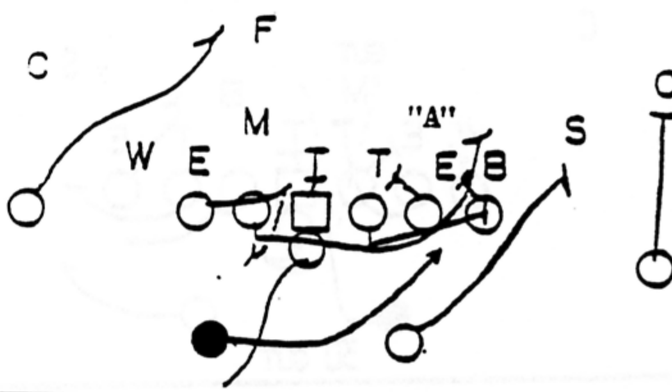
PLAY 16 (17) A BLUFF

X	CONVOY
LT	SEAL CENTER, TURN BACK
LG	PULL, TURN UPFIELD AT 6, LOOK INSIDE
C	CHOKE VS. 43, BLOCK MAN OVER VS. ODD FRONTS
RG	"A" BLOCKING G MUST BE PREPARED TO AREA BLB & SS WITH FB
RT	"A" BLOCK, IF BUBBLE OVER G DBL TEAM DE, TACKLE ALERT FOR ILB RUN THRU
Y	"A" BLOCK, IF BUBBLE OVER G DBL TEAM DE, TE ALERT FOR FAR ILB
Z	STALK CORNER
H	BALL CARRIER AT 6-7
F	BLUFF BOB BLOCK - BE PREPARED TO AREA BLB & SS WITH OG
Q	OPEN AWAY FROM CALL - BEHIND HANDOFF - FAKE WAGGLE

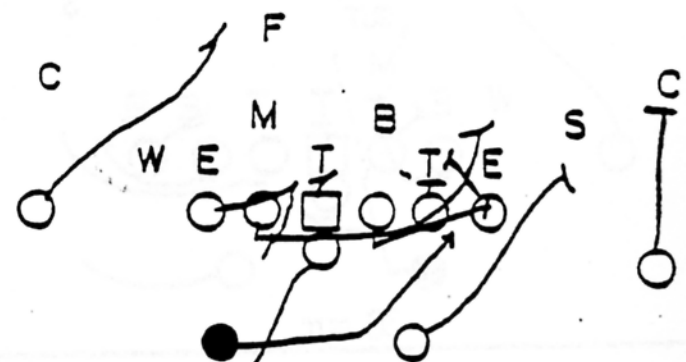


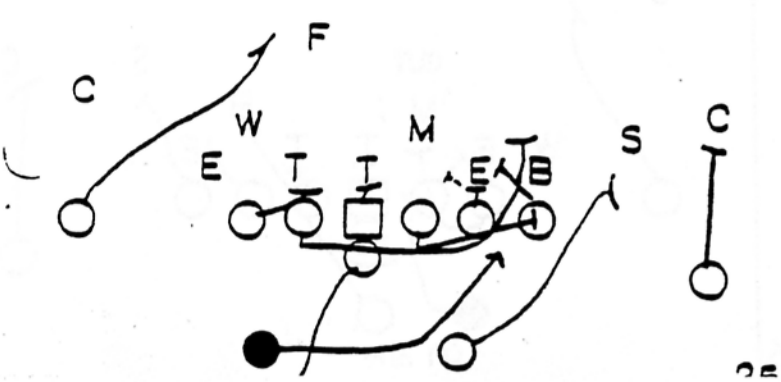
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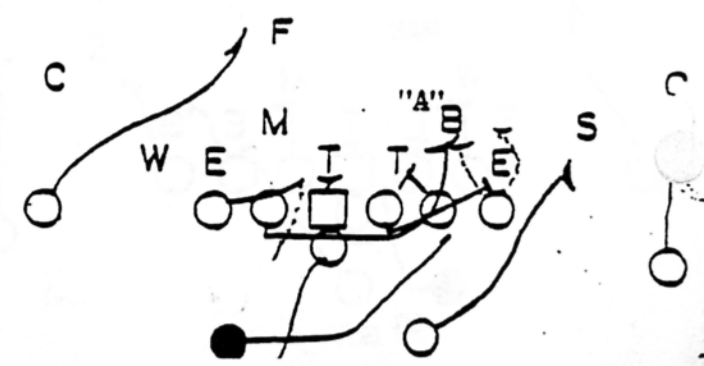




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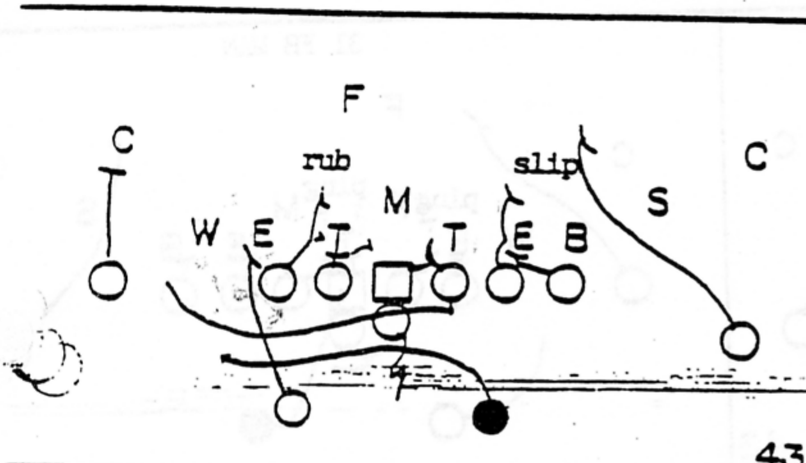


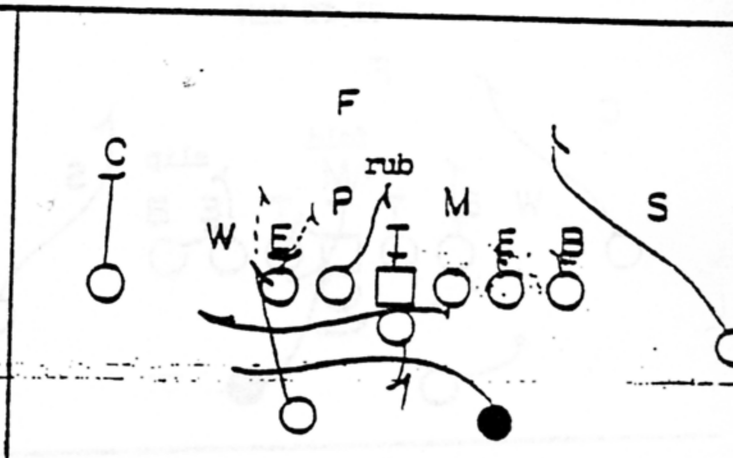


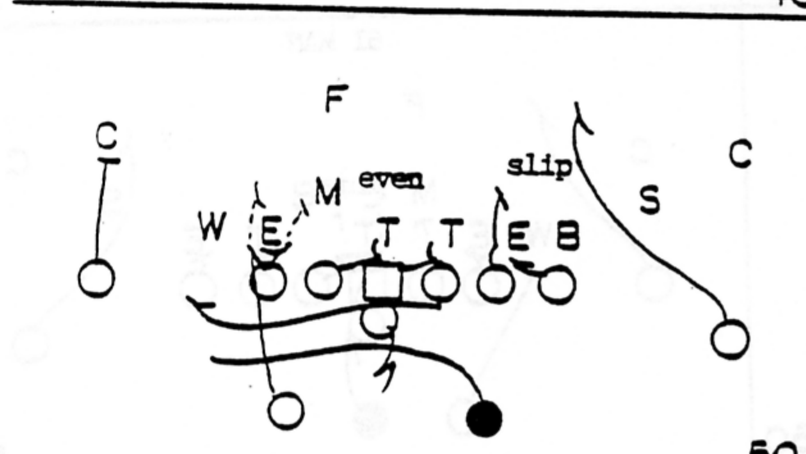


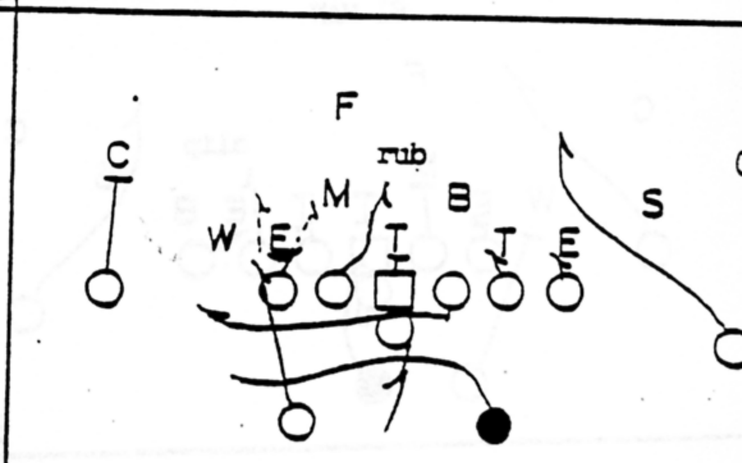
PLAY 17 (16) FB BIM (WEAK)

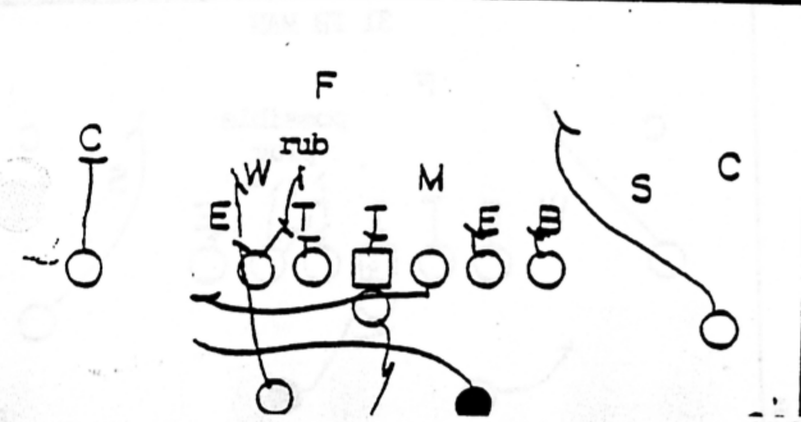
X	STALK CORNER
LT	IF OG COVERED MODIFIED 5 HOLE TRAP BLOCKING; NT BAT OR REVERSE SCRAMBLE DE OR C
LG	MODIFIED 5-4 HOLE TRAP BLOCKING
C	MODIFIED 5-4 HOLE TRAP BLOCKING
RG	PULL - HOOK, TRAP OR LOG WLB (DE VS 5 LOOK)
RT	CUTOFF OR SLIP - POSSIBLE SEAL
Y	CUTOFF OR SLIP - POSSIBLE SEAL
Z	CONVOY
H	BIM MAN OVER OT OR BAT ADJUSTMENT FOR ILB
F	BALL CARRIER AT 7-6 (UNDER HANDOFF)
Q	OPEN AWAY FROM CALL - UNDERNEATH HANDOFF

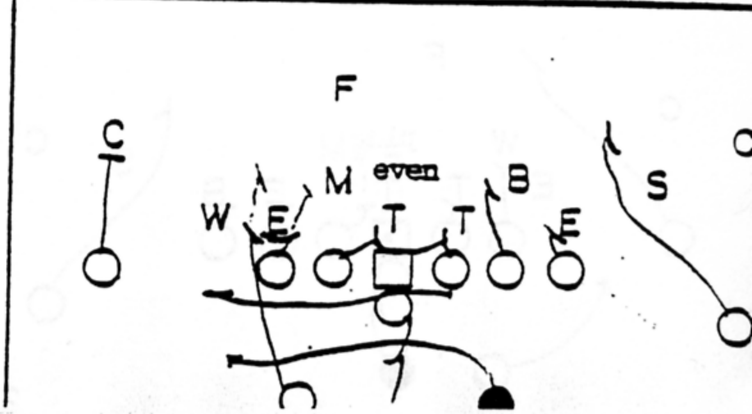








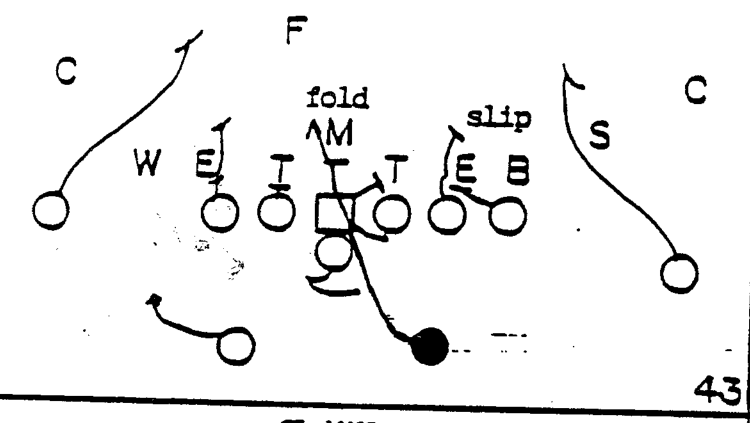




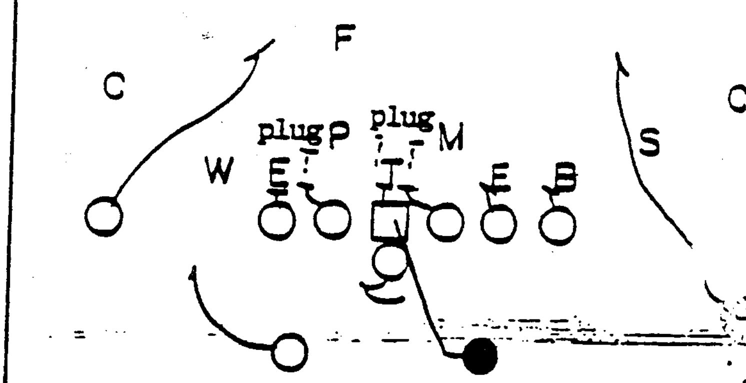
PLAY 0 (1) HOLE MAN BLOCKING (WEAK) VARIOUS ACTIONS

X	CONVOY
LT	DRIVE, PLUG OR ONSIDE SIFT
LG	DRIVE OR PLUG
C	DRIVE, FOLD OR PLUG
RG	DRIVE, FOLD OR PLUG
RT	CUTOFF OR SLIP W/Y
Y	CUTOFF OR SLIP W/T
Z	CONVOY
H	VARIOUS BACKFIELD ACTIONS
F	VARIOUS BACKFIELD ACTIONS
Q	VARIOUS BACKFIELD ACTIONS

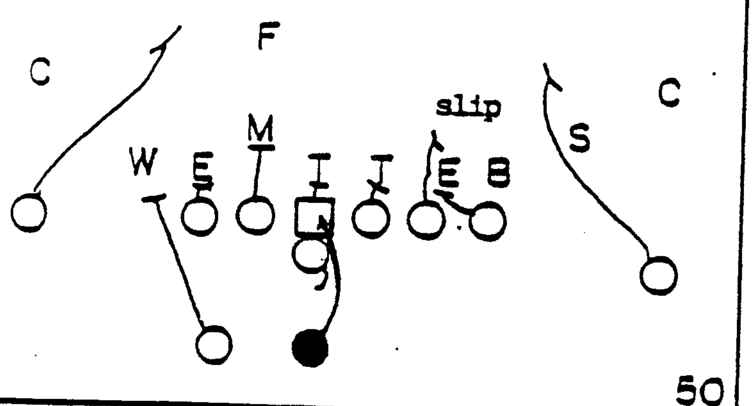
31 FB MAN



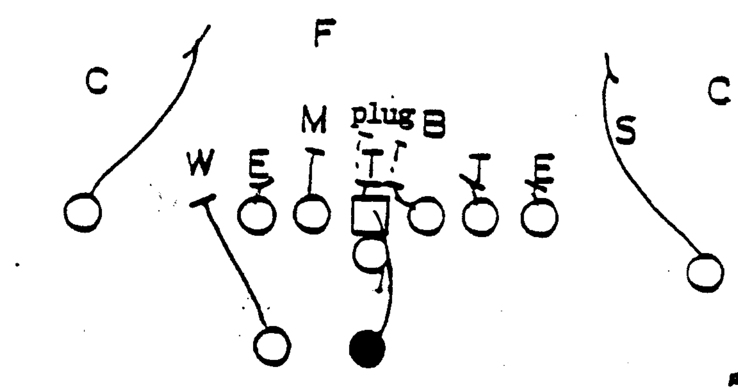
31 FB MAN



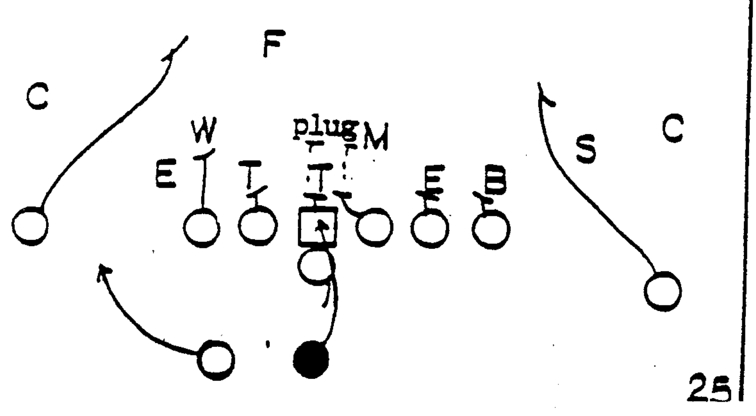
61 MAN



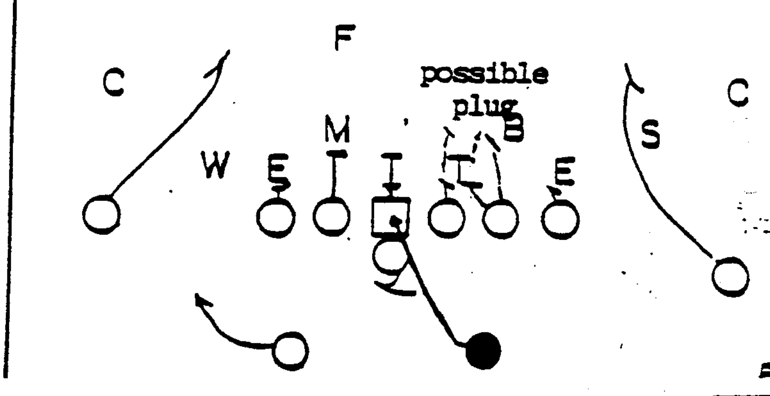
61 MAN



61 MAN

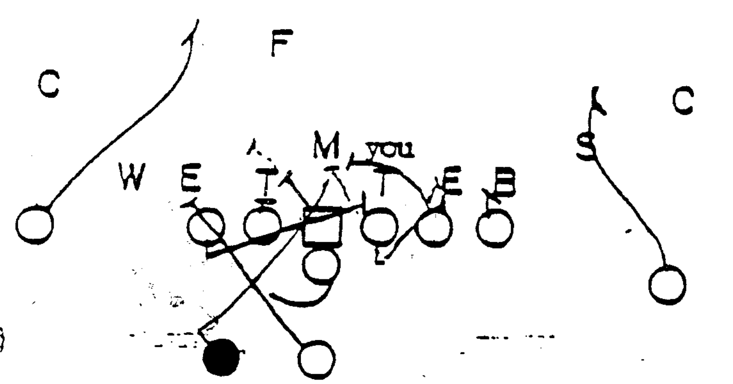


31 FB MAN

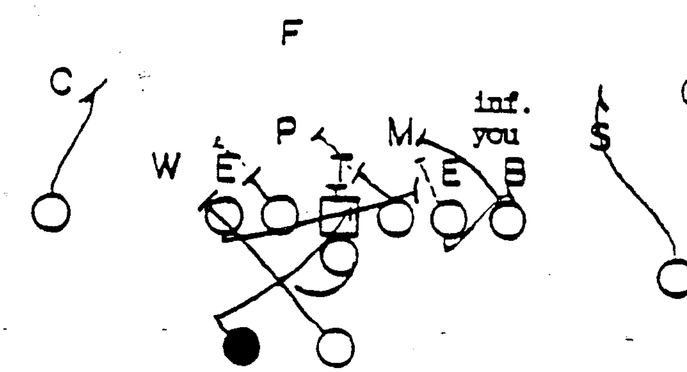


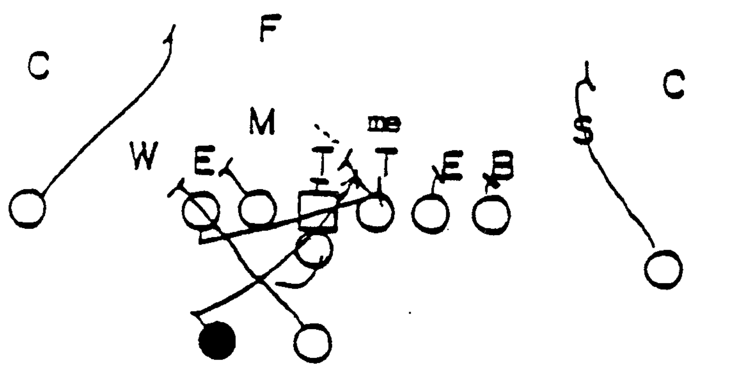
PLAY LAG TRAP @ 0 (1)

X	CONVOY
LT	TRAP 1ST MAN ON L.O.S. PAST C
LG	POST FOR C (EXCEPT VS 20) N.T. BLOCK OUT ON DE
C	0-1 HOLE TRAP BLOCKING EXCEPT RUB W/OG VS EVEN FRONTS
RG	0-1 HOLE TRAP BLOCKING
RT	0-1 HOLE TRAP BLOCKING IF G COVERED; NT YOU-ME W/Y
Y	CUT OFF UNLESS BUBBLE OVER G THEN YOU-ME W/Y FOR MLB
Z	SKY BLOCK
H	COUNTER STEP BALL CARRIER AT 0-1 TRAP HOLE
F	DRIVE OVER TACKLE BLOCK DE. NOTE BUBBLE OVER G
Q	REVERSE TOKEN FAKE TO FB, HAND TO HB

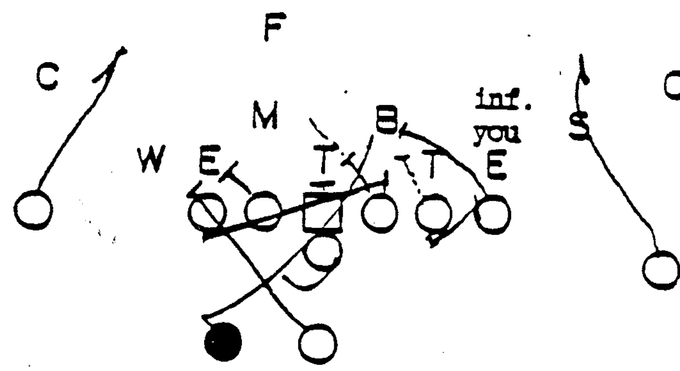


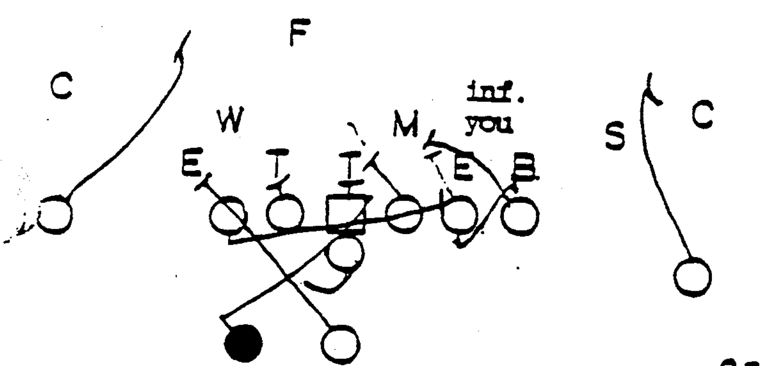
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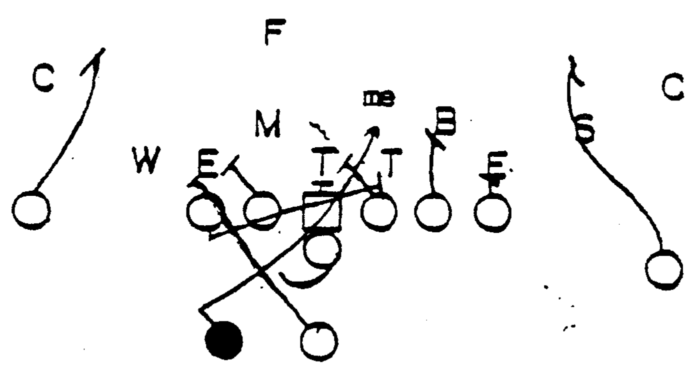


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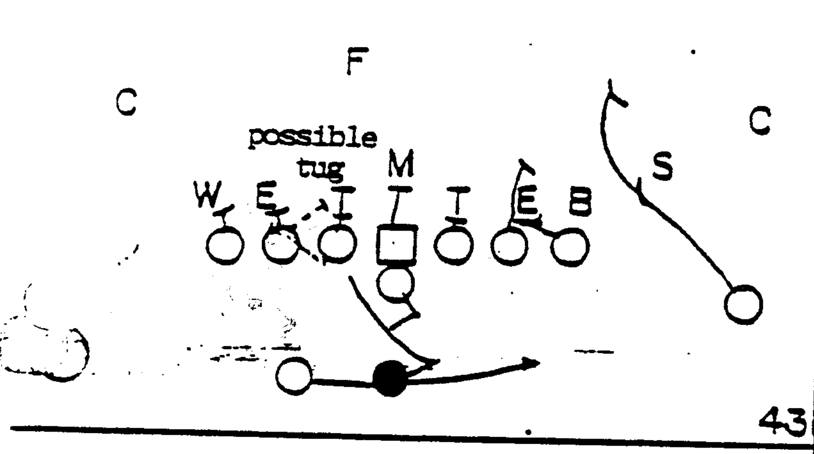


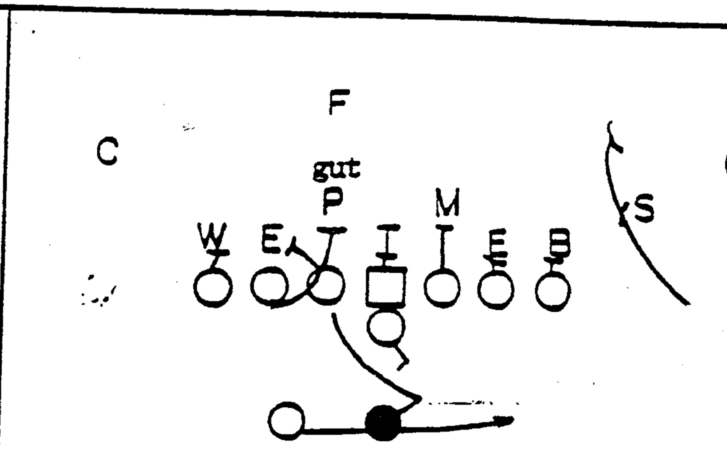
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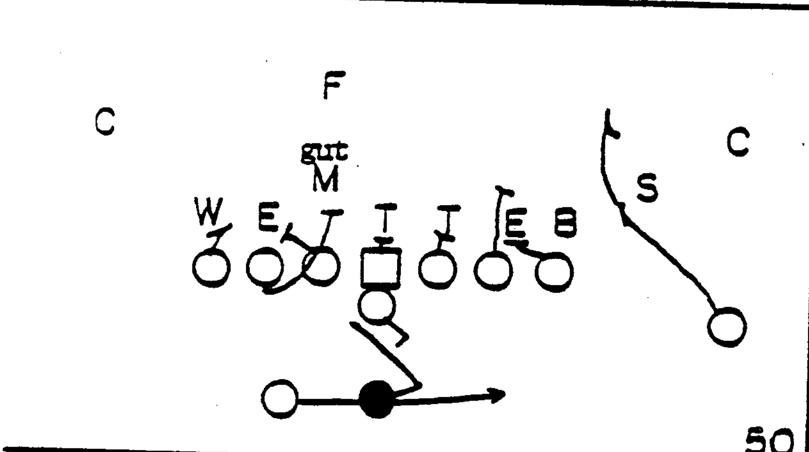


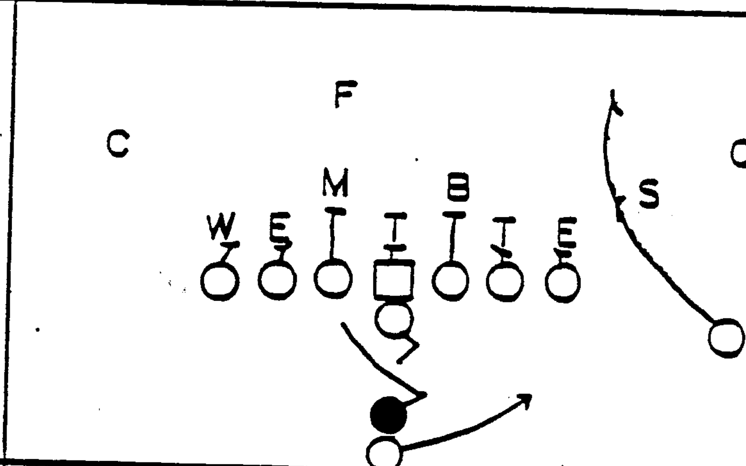
PLAY 93 (92) COUNTER

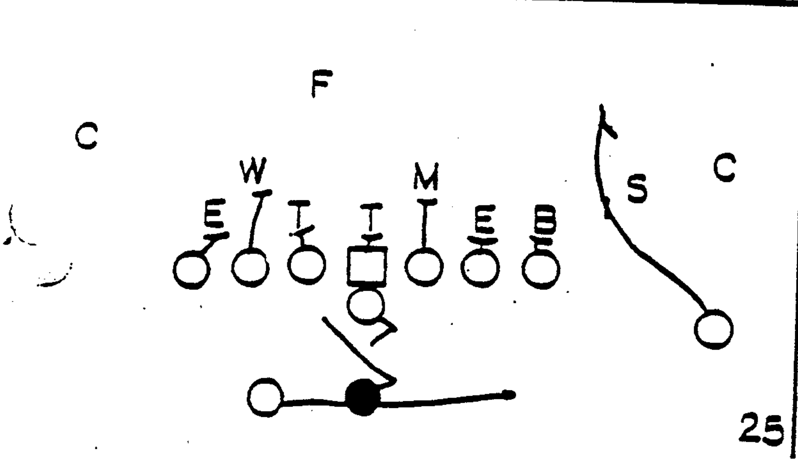
X	DRIVE
LT	DRIVE
LG	DRIVE - POSSIBLE GUT OR TUG
C	DRIVE - POSSIBLE GUT OR TUG
RG	DRIVE
RT	DRIVE
Y	DRIVE
Z	CONVOY
H	FAKE 98-99
F	BALL CARRIER 0 3-2
Q	OPEN AWAY FROM CALL - HAND BACK TO FB - STRAIGHT DROP

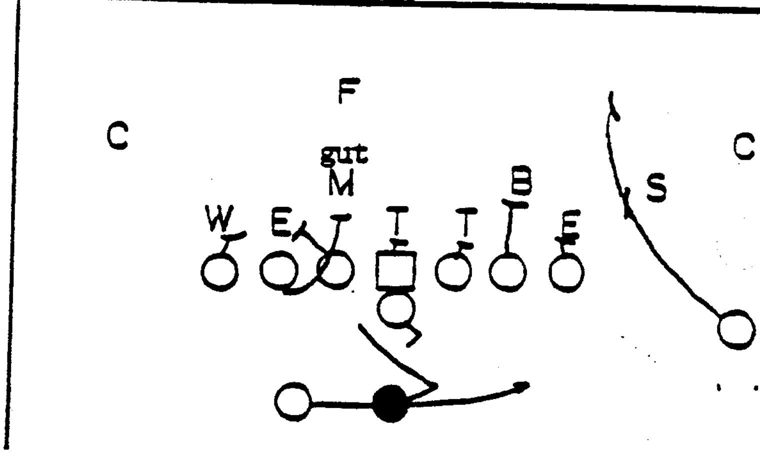






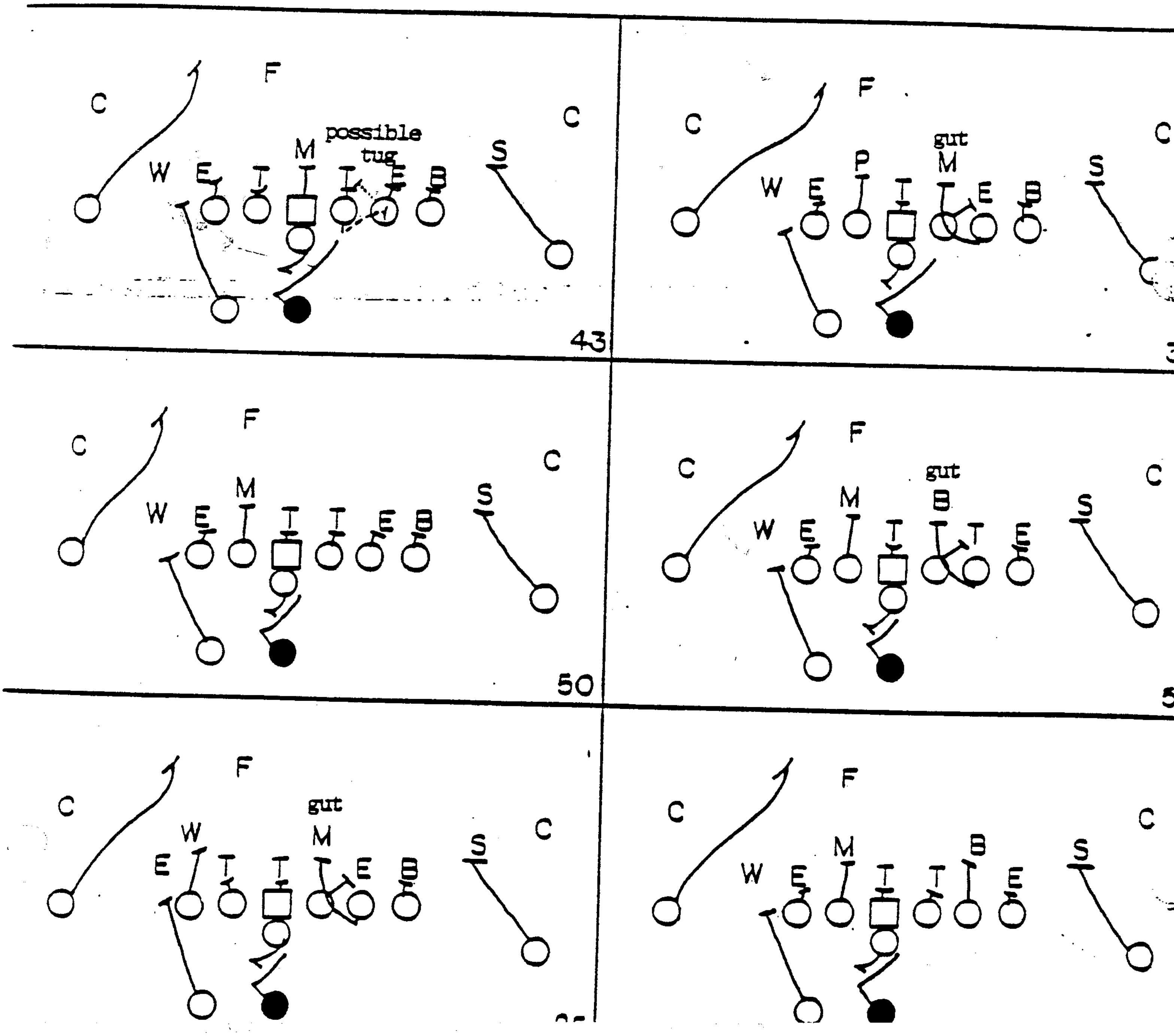






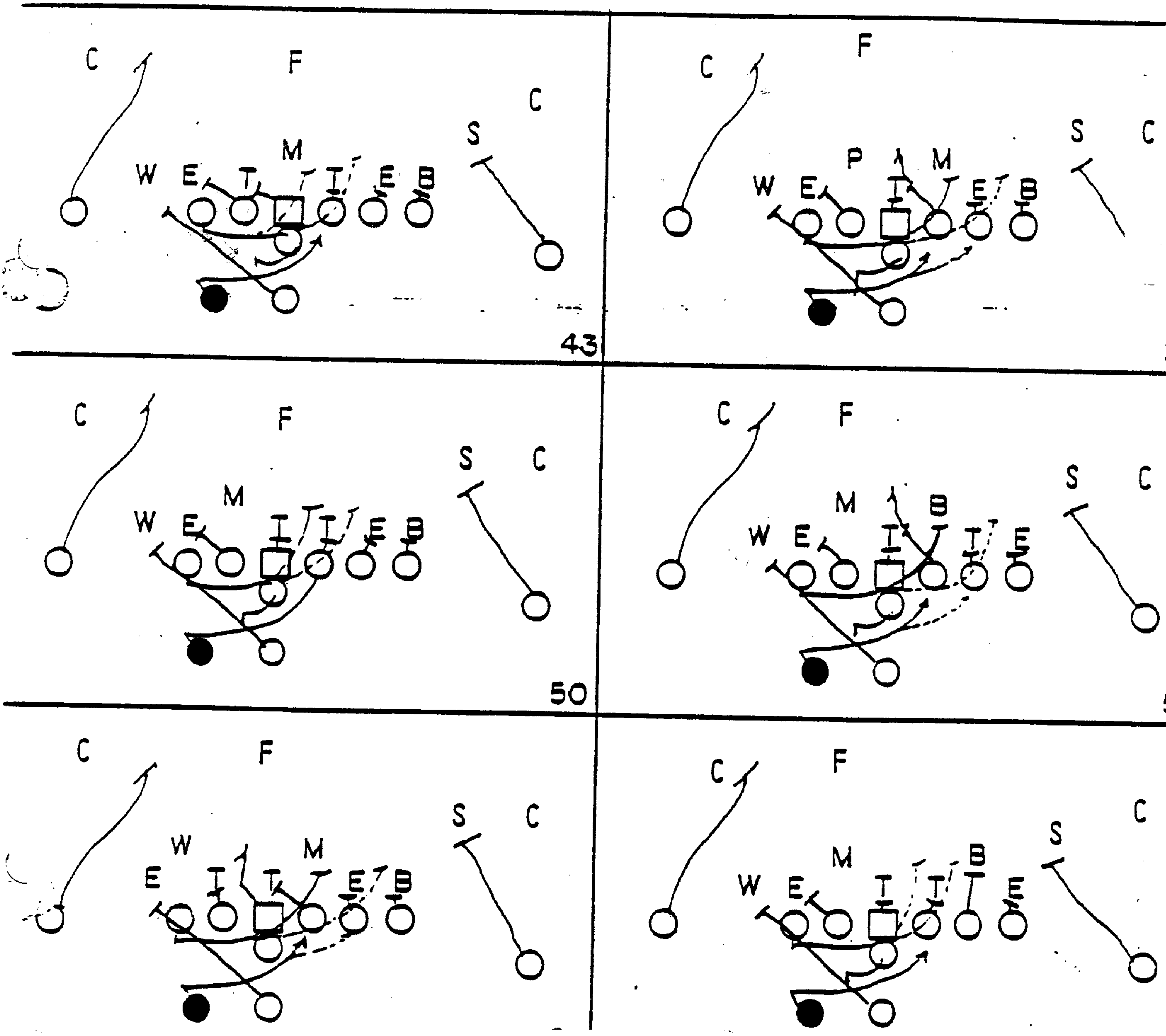
PLAY 62 (63) COUNTER

X	CONVOY
LT	DRIVE
LG	DRIVE
C	DRIVE
RG	DRIVE - POSSIBLE GUT OR TUG
RT	DRIVE - POSSIBLE GUT OR TUG
Y	DRIVE
Z	SKY BLOCK
H	FAKE 65-64
F	COUNTER STEP - BALL CARRIER @ 2-3.
Q	REVERSE AWAY FROM CALL - HAND BACK TO FB - STRAIGHT DROP



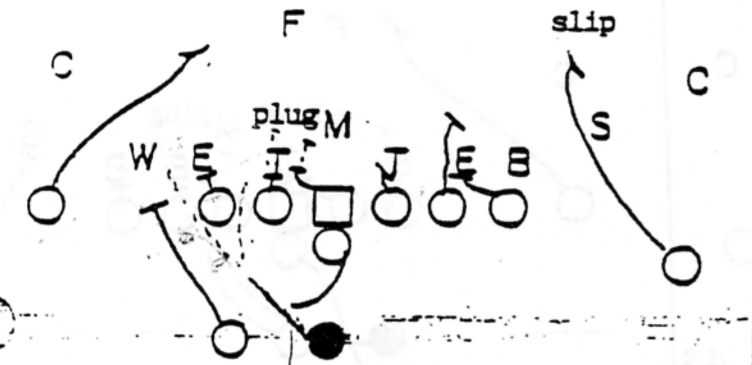
PLAY LAG 'O' AT 2 (3)

X CONVOY
LT PULL LEAD UP 2 HOLE BUT PREPARED TO GO OUTSIDE OT'S BLOCK
LG BLOCK BACK ON DE AS IN GUT
C, RG RUB OR EVEN COMBO BLOCK
RT DRIVE DE, ALLOW NO PENETRATION
Y DRIVE BLB, ALLOW NO PENETRATION
Z SKY BLOCK
H COUNTER STEP BALL CARRIER AT 2-3 HOLE, OPTIMALLY FOLLOW OT
F FILL ON WLB, (DE) VS 20 DEFENSE
Q REVERSE TAKEN FAKE TO FB, OVER HANDOFF TO HB

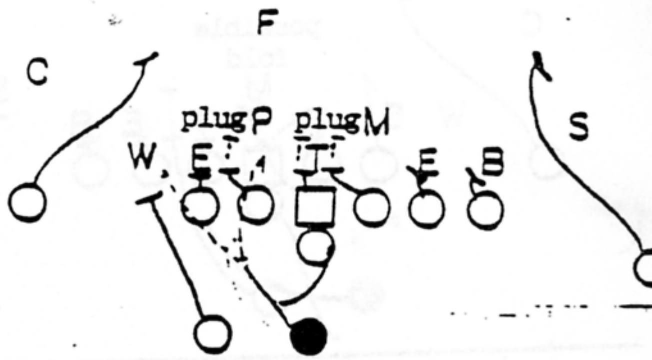


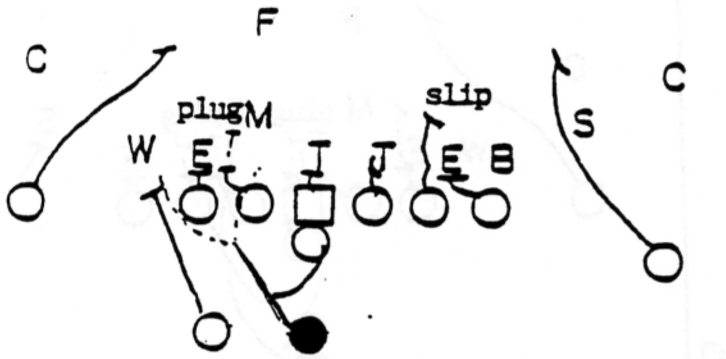
PLAY 65 (64) ALSO SOLID/RELEASE

X	STALK CORNER
LT	DRIVE - POSSIBLE TUG
LG	PLUG W/T OR W/C - POSSIBLE TUG
C	PLUG W/G OR W/OFF G
RG	CUTOFF OR PLUG W/C
RT	CUTOFF OR SLIP W/Y
Y	CUTOFF OR SLIP W/T
Z	CONVOY
H	BOB BLOCK WLB
F	BALL CARRIER AT 5-4 - BE ALERT FOR CUTBACK
Q	OPEN AWAY FROM CALL - DEEP HAND OFF TO FB - STRAIGHT DROP



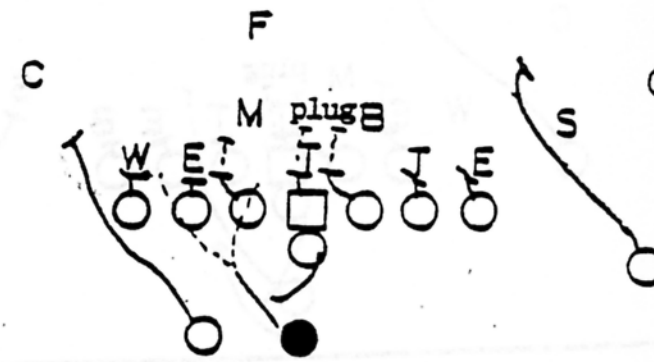
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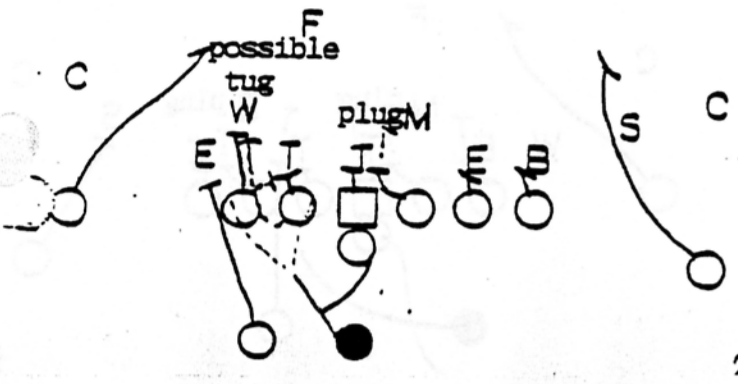




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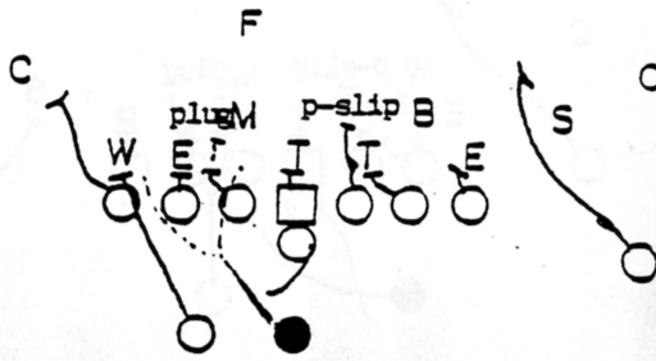
65 SOLID





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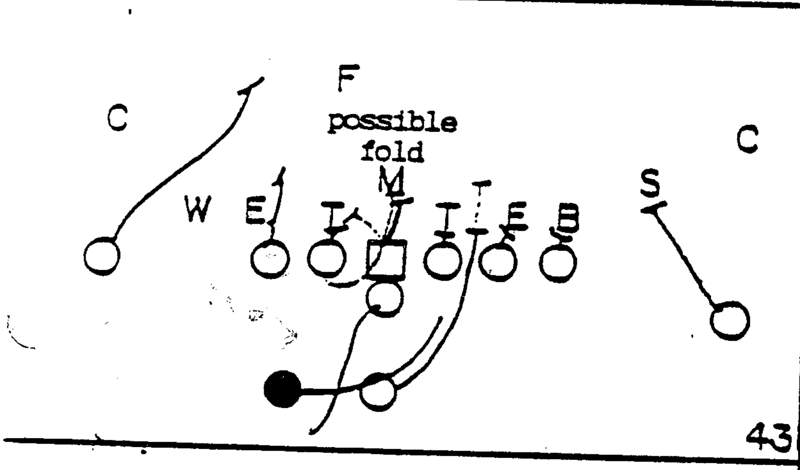
65 RELEASE

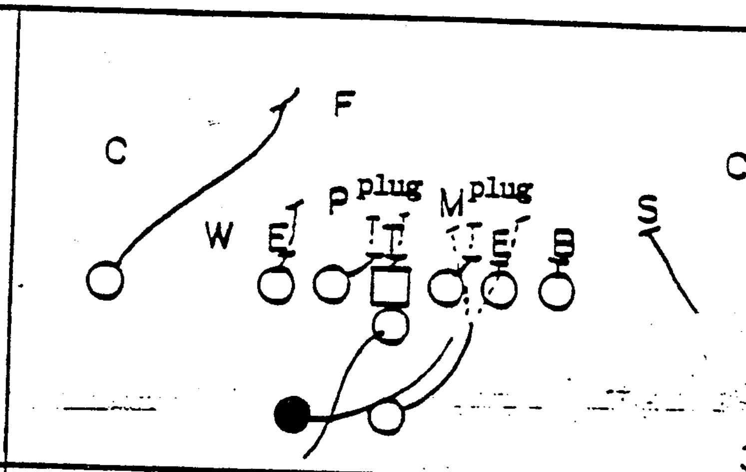


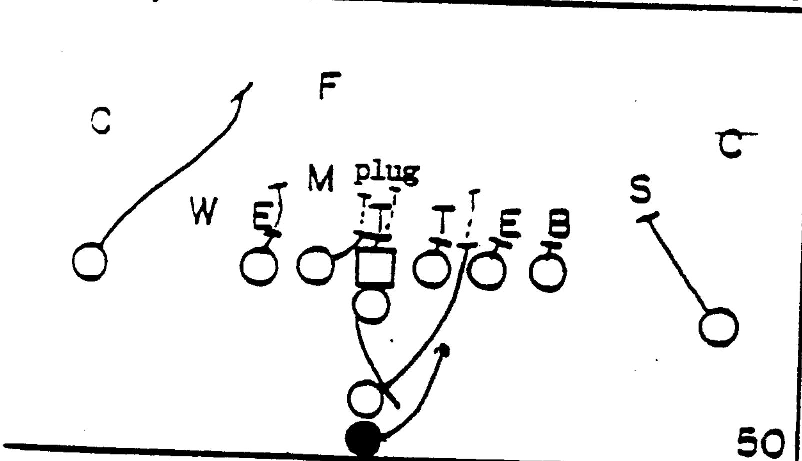
PLAY 14 LEAD (15 LEAD)

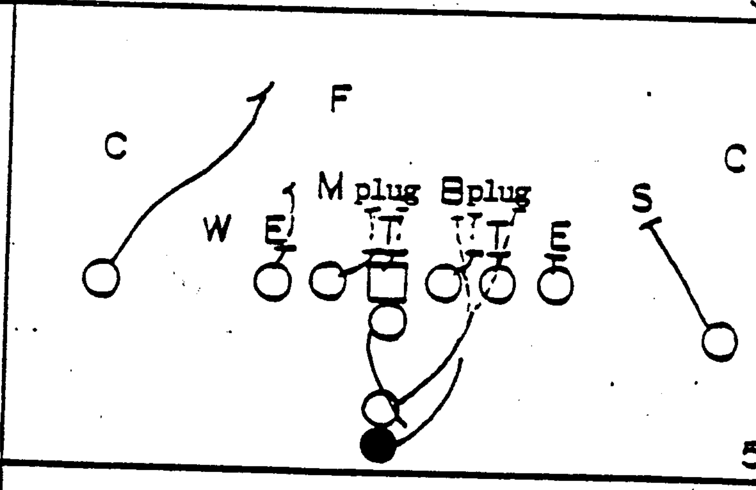
MAY BE RUN FROM RED, BROWN

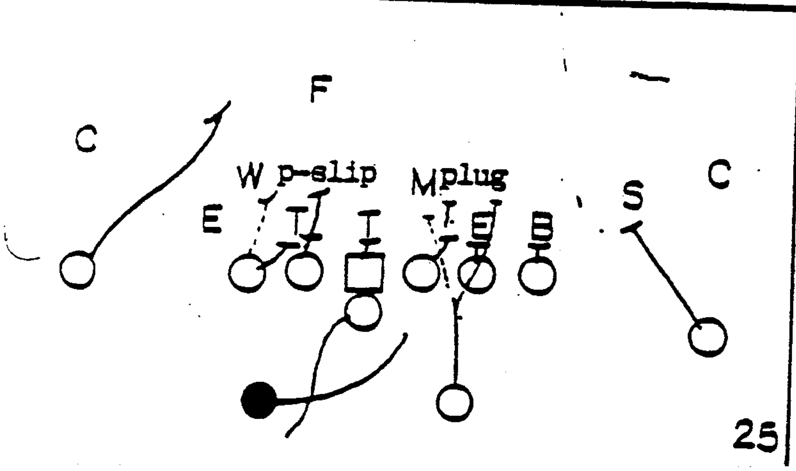
X	CONVOY
LT	SIFT
LG	CUTOFF, PLUG W/C OR FOLD
C	CUTOFF OR FOLD
RG	DRIVE OR PLUG W/T
RT	DRIVE OR PLUG W/Y
Y	DRIVE
Z	SKY BLOCK
H	BALL CARRIER AT 4-5
F	LEAD BLOCK AT 4-5 HOLE
Q	OPEN AWAY FROM CALL - BEHIND HANDOFF - FAKE WAGGLE

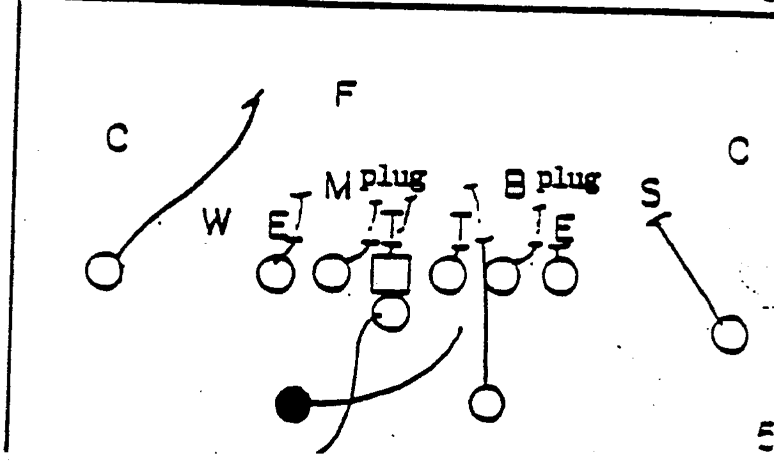






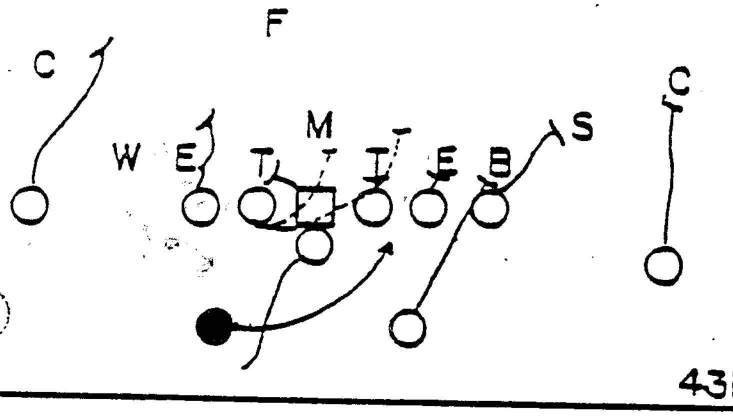


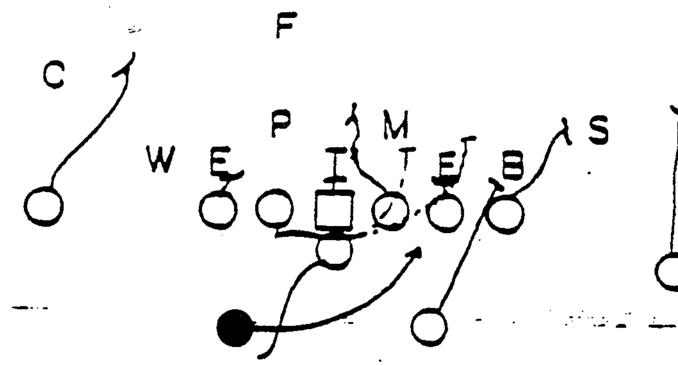


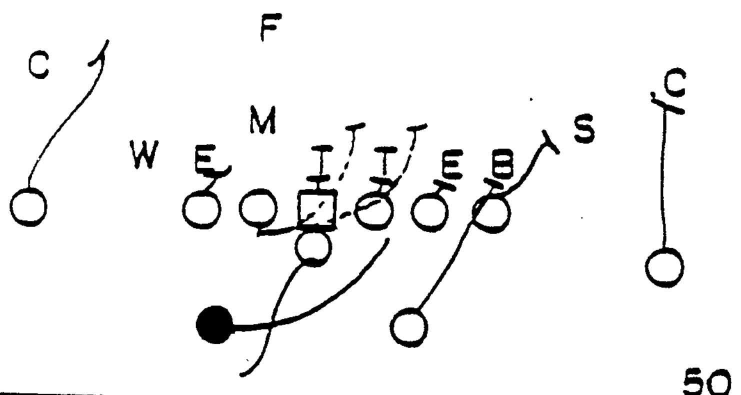


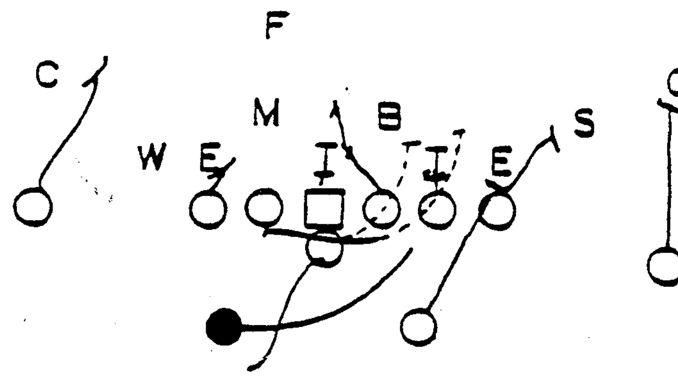
PLAY 14 (15) HB 'O'

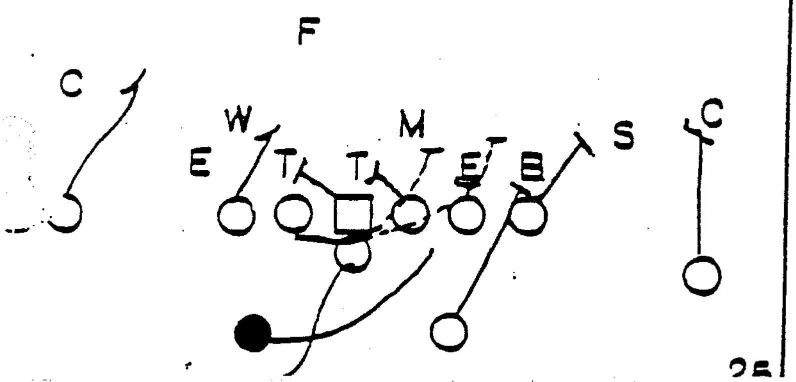
X	CONVOY
LT	CUT OFF DE; SIFT WHEN POSSIBLE
LG, C, RG	'O' BLOCKING SCHEME (FOLD VS EVEN), OFF GUARD DEEPER PULL, BLOCK MLB OFF OT'S BLOCK ON DE
RT	DRIVE DE, ALLOW NO PENETRATION INSIDE
Y	OUTSIDE RELEASE FOR SS
Z	STALK CORNER
H	BALL CARRIER AT 4-5; OPTIMALLY FOLLOW G INSIDE/OUTSIDE OT'S BLOCK
F	POWER BLOCK
Q	OPEN AWAY FROM CALL - BEHIND HANDOFF - FAKE WAGGLE

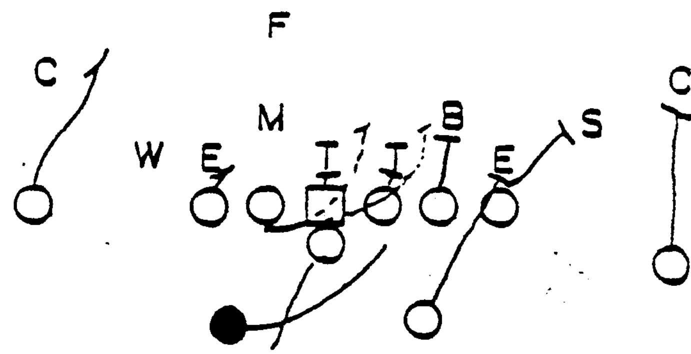






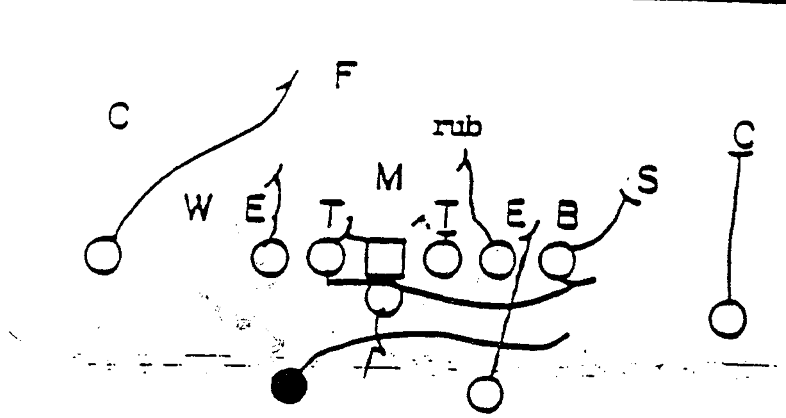




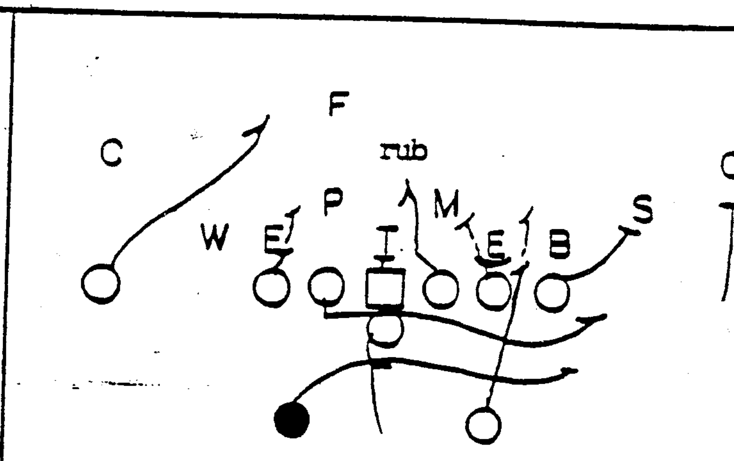


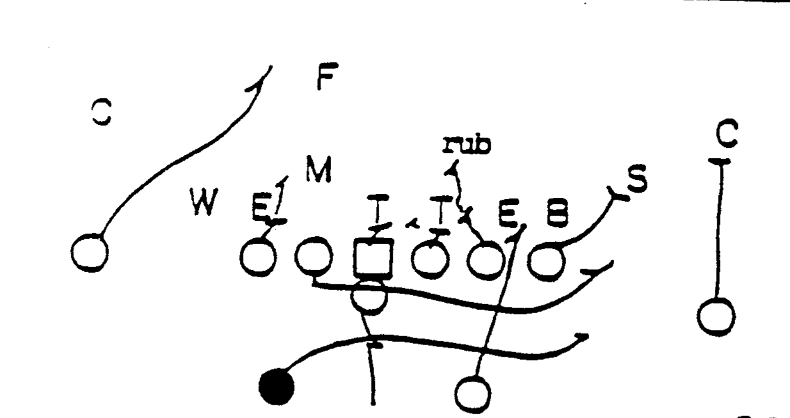
PLAY 16 (17) HB BLM (STRONG)

X	CONVOY
LT	SIFT - POSSIBLE SEAL
LG	PULL - HOOK, TRAP OR LOG BLB; BE ALERT FOR ST. SAFETY INSIDE
C	MODIFIED 4-5 HOLE TRAP BLOCKING
RG	MODIFIED 4-5 HOLE TRAP BLOCKING
RT	IF OG COVERED, MODIFIED 4 HOLD TRAP BLOCKING; NT, BAT OR REVERSE SCRAMBLE DE OR OFF
Y	OUTSIDE RELEASE - BLOCK SS, IF BLB KEEP OUTSIDE POSITION (LIGHTNING FORCE) BLOCK HIM OU
Z	STALK CORNER
H	BALL CARRIER AT 6 - 7 (UNDER HANDOFF)
F	BLM MAN OVER OT OR BAT ADJUSTMENT FOR ILB
Q	OPEN AWAY FROM CALL - UNDERNEATH HANDOFF

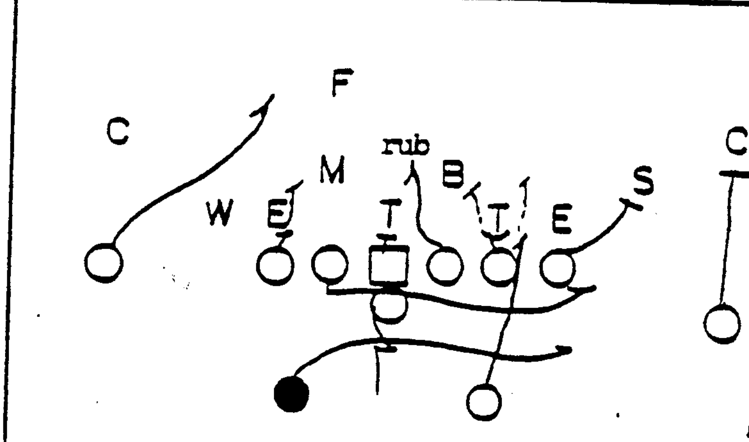


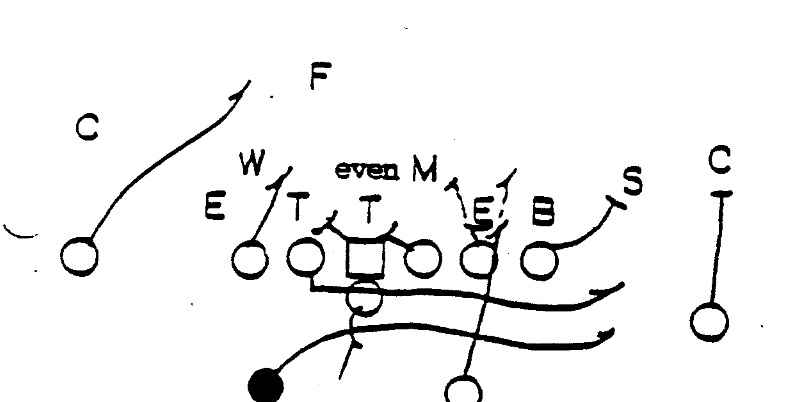
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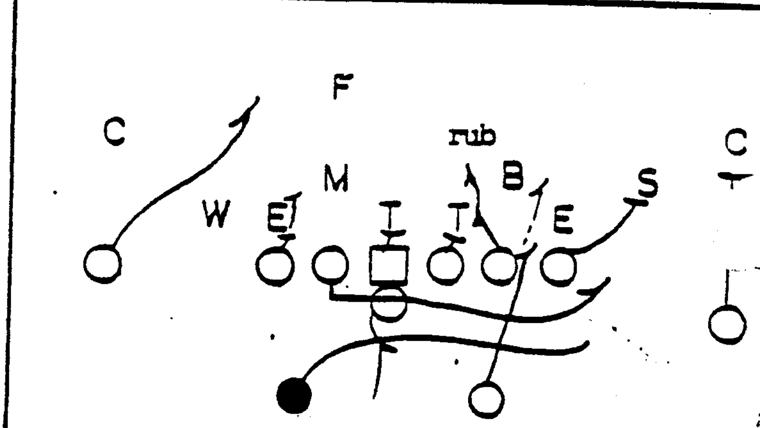


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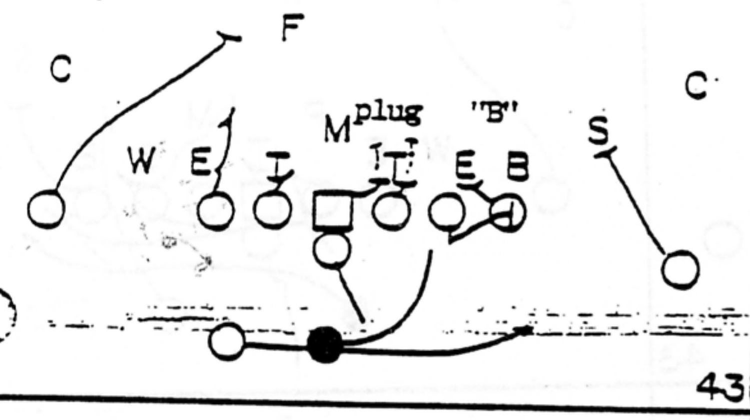


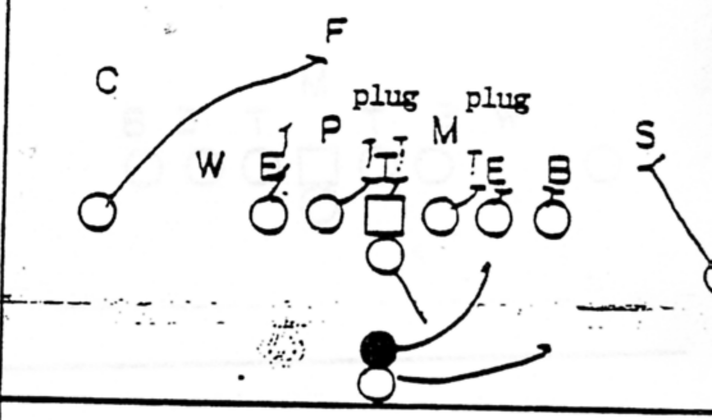
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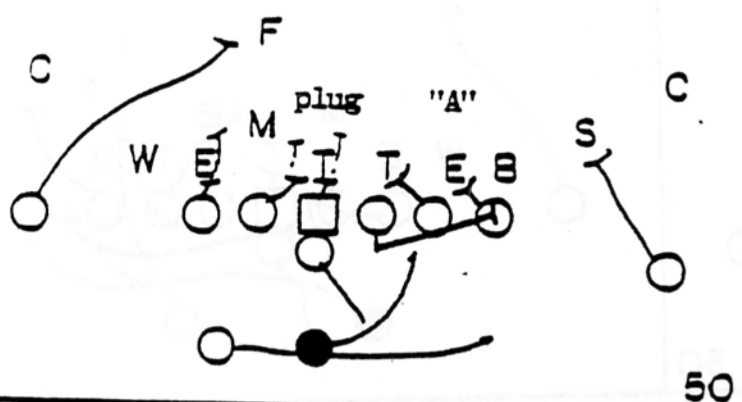


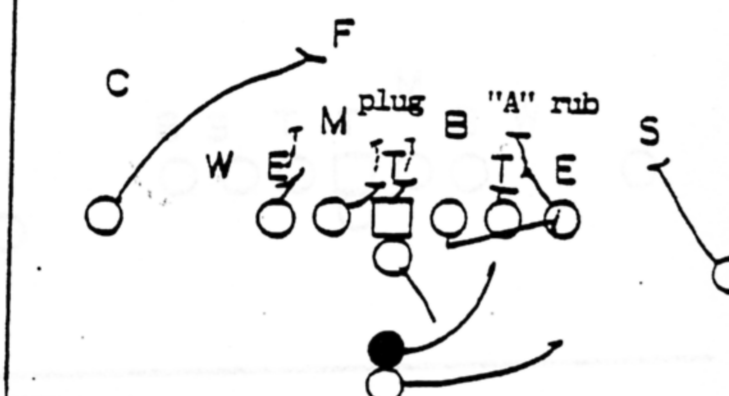
PLAY 96 (97) BASIC, A, B, OR TUG

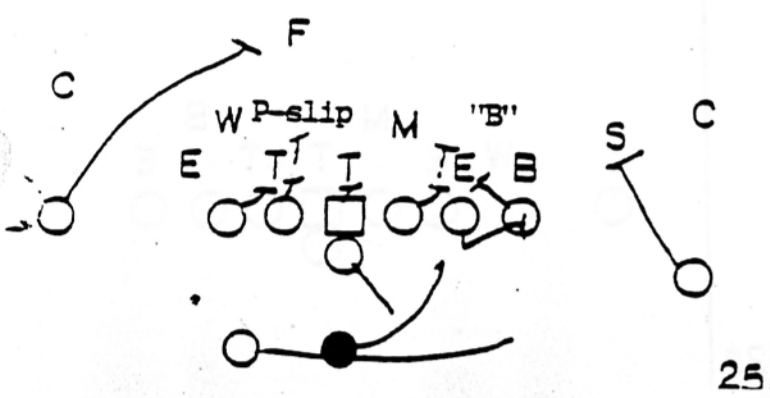
X	CONVOY
LT	CUT OFF/SIFT
LG	CUT OFF OR PLUG W/C
C	PLUG W/G OR W/OFF G
RG	BASIC OR B = PLUG W/C OR W/T; A OR TUG = EXECUTE APPROPRIATE TECHNIQUE
RT	BASIC = DRIVE; A, B OR TUG = EXECUTE APPROPRIATE TECHNIQUE
Y	BASIC OR TUG = DRIVE; A OR B = EXECUTE APPROPRIATE TECHNIQUE
Z	SKY BLOCK
H	FAKE 98
F	BALL CARRIER AT 6-7 - BE ALERT FOR CUTBACK
Q	FRONT OUT TO SIDE OF CALL - HAND OFF TO FB - FAKE TO HB

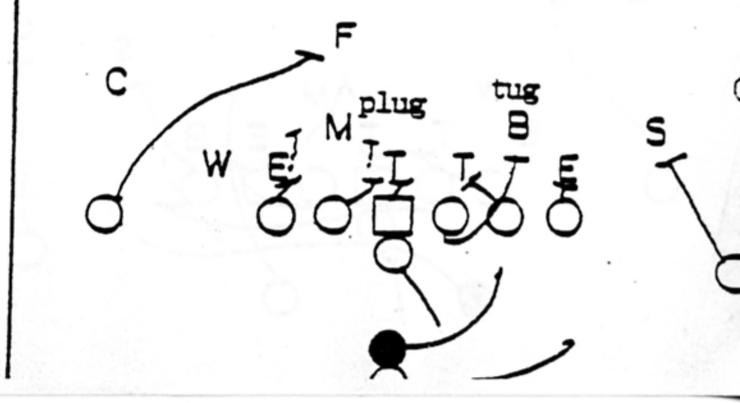






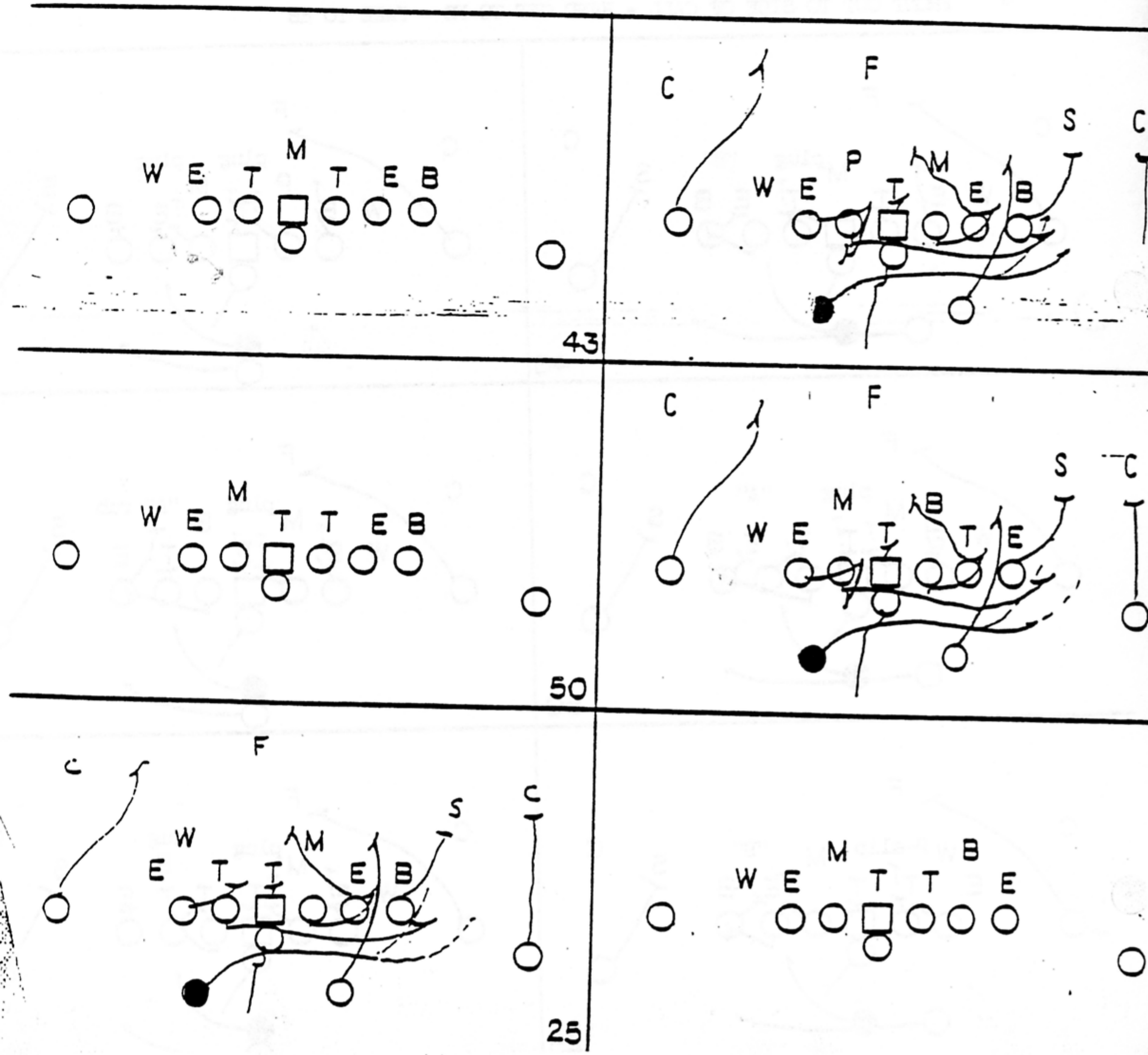






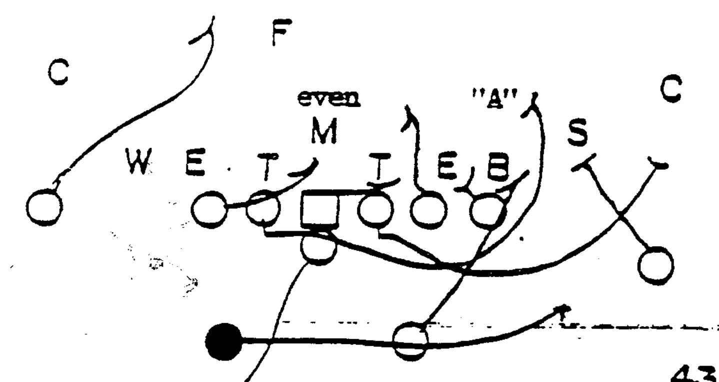
PLAY 16 (17) HB BCM

X	CONVOY
LT	SEAL TO BALL; IF NO THREAT TO C'S BACKSIDE TURN BACK FOR PURSUIT
LG	PULL - HOOK, TRAP OR LOG BLB; NT TURN UP ON SS
C	BLOCK MAN OVER
RG	SHORT PULL AND HOOK MAN OVER OT (TAG BLOCK)
RT	INSIDE RELEASE, BLOCK FAR INSIDE LB
Y	OUTSIDE RELEASE FOR SS, IF BLB MAINTAINS OUTSIDE POSITION (LIGHTENING FORCE) BLOCK HIM OUT
Z	STALK CORNER
H	UNDERNEATH H.O., RUN AS A BIM PLAY
F	CIRCLE DE, BLOCK MLB
Q	UNDERNEATH H.O. AS IN A BIM PLAY

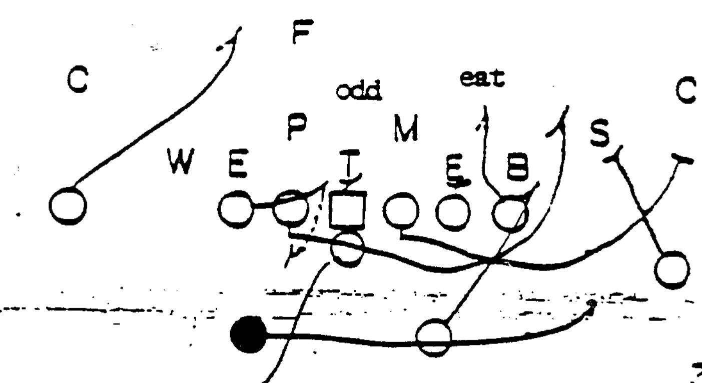


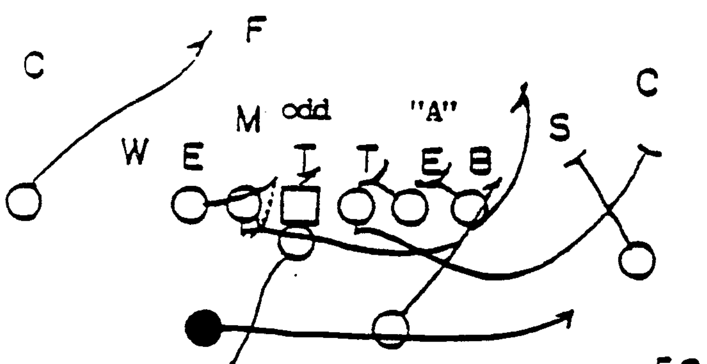
PLAY 18 (19) BOB

X CONVOY
LT SEAL TO BALL; IF NO THREAT TO C's BACKSIDE TURN BACK FOR PURSUIT
LG PULL, TURN UP 1ST NATURAL HOLE PAST TE, LOOK INSIDE
C ODD = BLOCK DT OR LB OVER; EVEN = REACH DT
RG PULL, TRACK @ 8
RT ODD = "A" (BLOCK DOWN ON DL) OR "B" FOR MLB OR EAT (HOOK DE); EVEN = "A" (BLOCK MLB) OR "B" FOR [...] OR EAT (HOO[...]
Y A = BLOCK DOWN ON DE; EAT = BLOCK MLB B = BLOCK DOWN ON DE
Z SKY BLOCK; IF SS BEATS YOU ACROSS LOS CONTINUE FOR MLB OR FS; ALERT FOR ROLL CORN[...]
H BALL CARRIER AT 8-9
F BOB BLOCK "B" BACKER OR DE ALIGNED OVER TE
Q OPEN AWAY FROM CALL - BEHIND HANDOFF - FAKE ROLLOUT

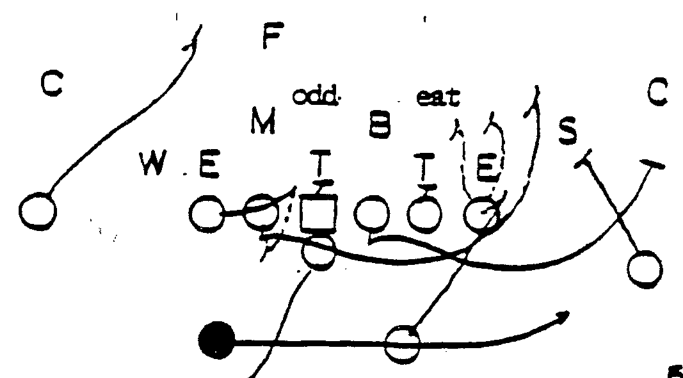


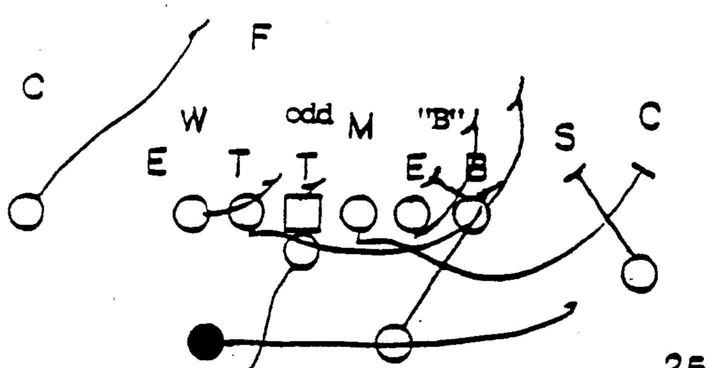
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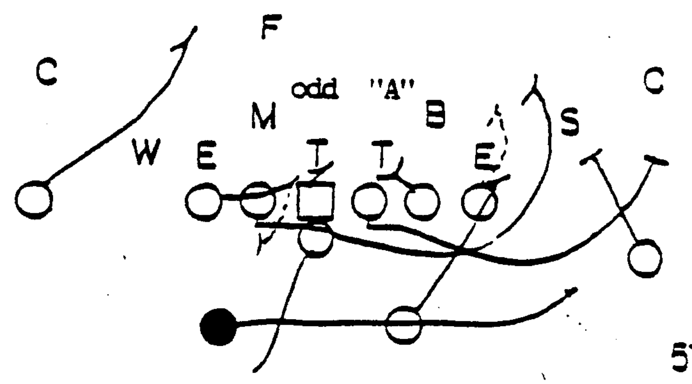


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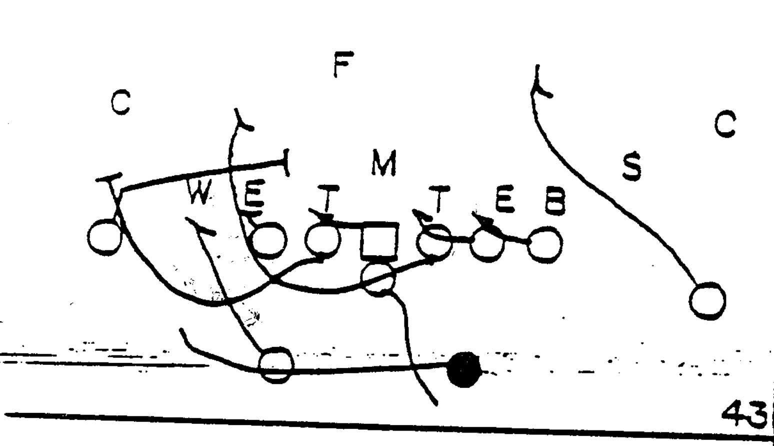


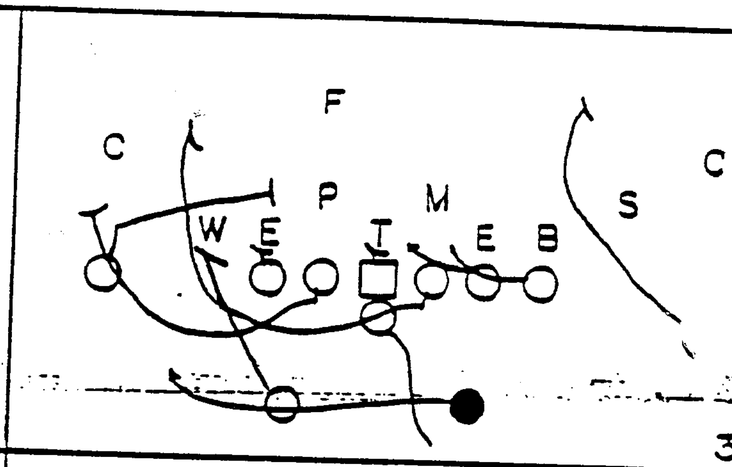
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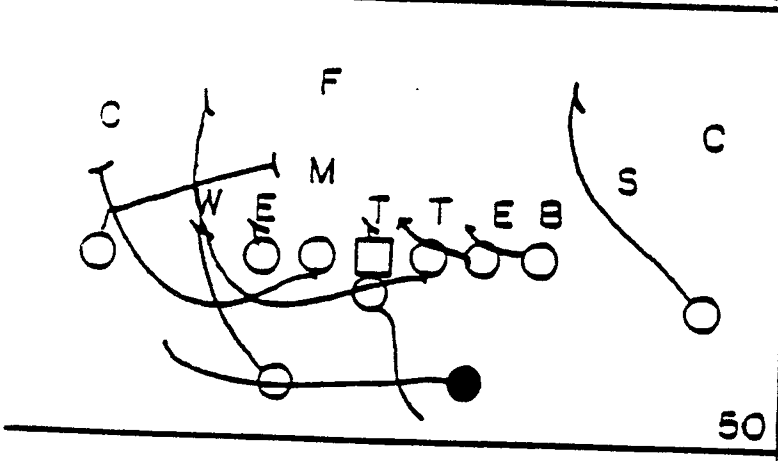


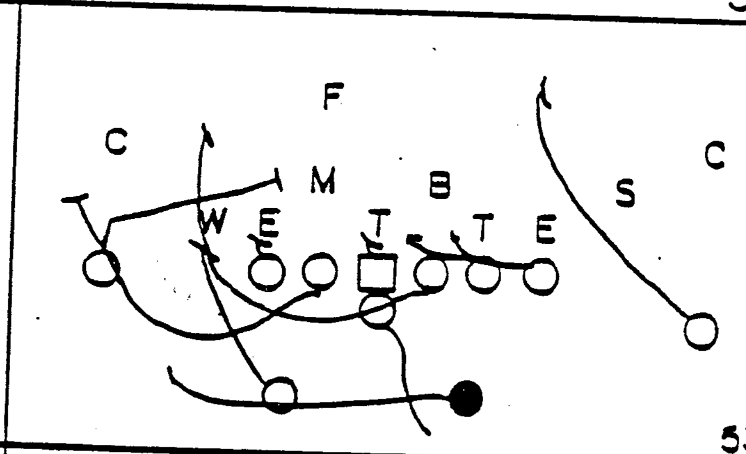
PLAY 19 (18) W

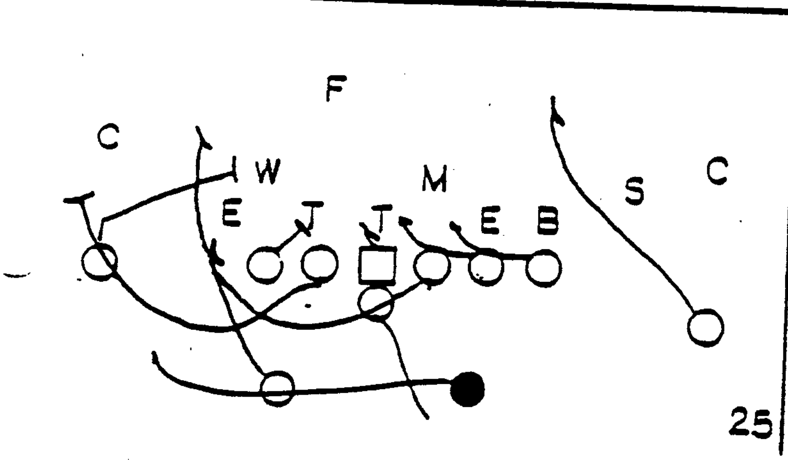
X	CRACK 1ST LB INSIDE DE
LT	HOOK DE (BLOCK DOWN VS 25)
LG	PULL, TRACK @ 9
C	CUT OFF NT (REACH ONSIDE VS 43)
RG	PULL, TURN UP 1ST NATURAL HOLE OUTSIDE TACKLE LOOK INSIDE
RT	SEAL C
Y	SEAL
Z	CONVOY
H	BOB BLOCK "W" BACKER (DE VS 25)
F	BALL CARRIER AT 9-8
Q	[illegible]EN AWAY FROM CALL - BEHIND HANDOFF - FAKE WAGGLE

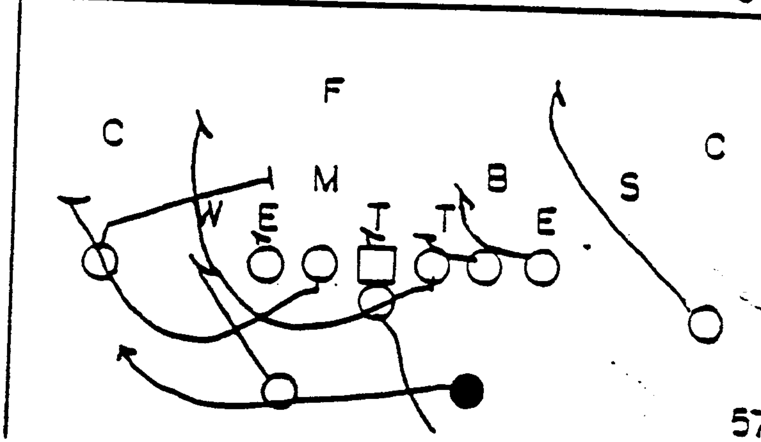






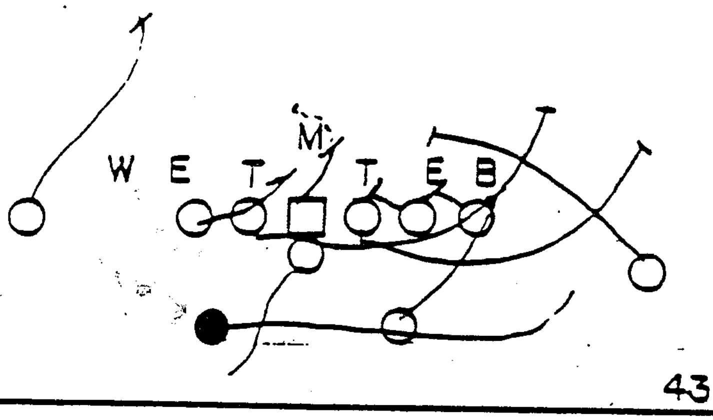


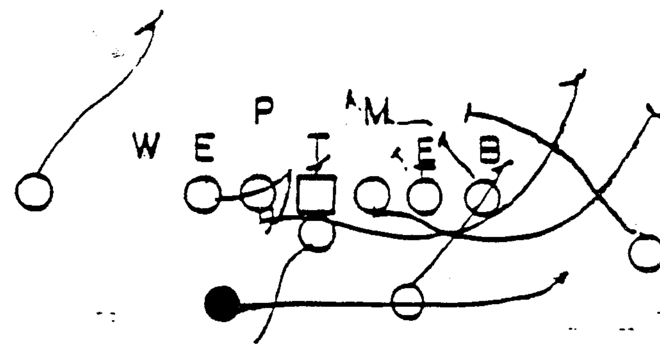


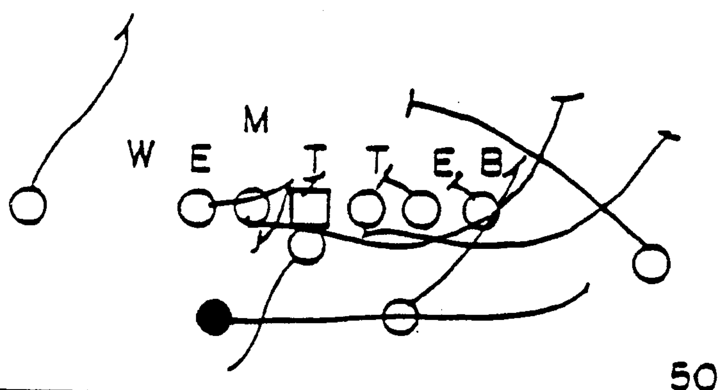


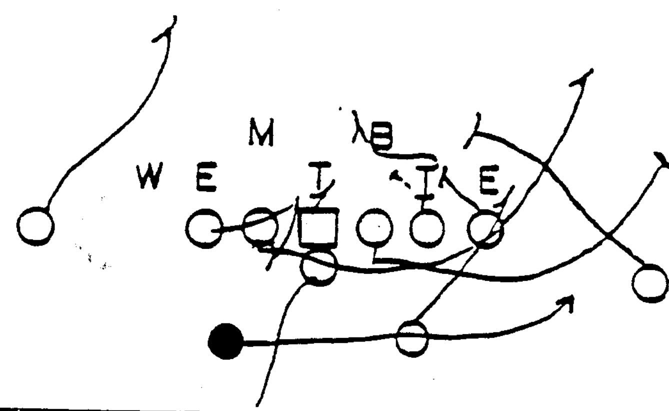
PLAY 18 (19) BOB CRACK

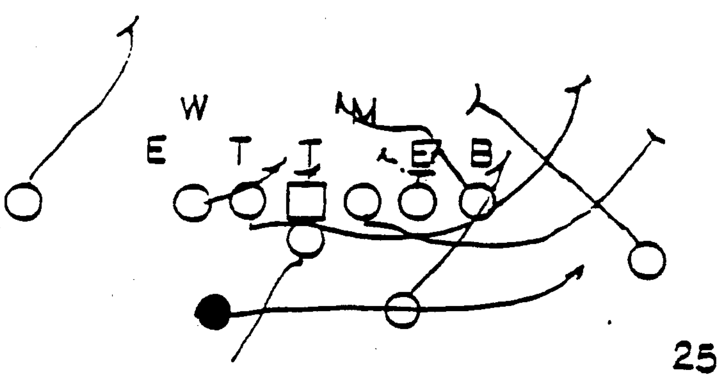
X	CONVOY
LT	SEAL TO BALL; IF NO THREAT TO C'S BACKSIDE, TURN BACK FOR PURSUIT
LG	PULL, TURN UP 1ST NATURAL HOLE PAST TE, LOOK FOR INSIDE DB SUPPORT
C	ODD = BLOCK DT OR MLB
RG	PULL, TRACK @ 8
RT	"A" BLOCK, IF BUBBLE OVER G DOUBLE TEAM DE, TACKLE ALERT FOR ILB RUN THRU
Y	"A" BLOCK, IF BUBBLE OVER G DOUBLE TEAM DE, TE ALERT FOR FAR ILB
Z	CRACK 1ST INSIDE LB
H	BALL CARRIER AT 8-9
F	BOB BLOCK "B" BACKER OR DE ALIGNED OVER TE
Q	OPEN AWAY FROM CALL - BEHIND HANDOFF - FAKE ROLLOUT

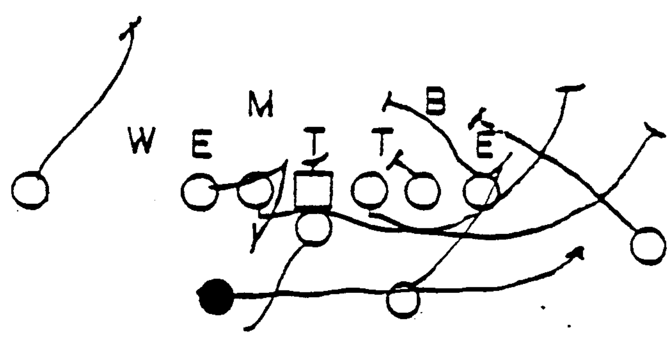






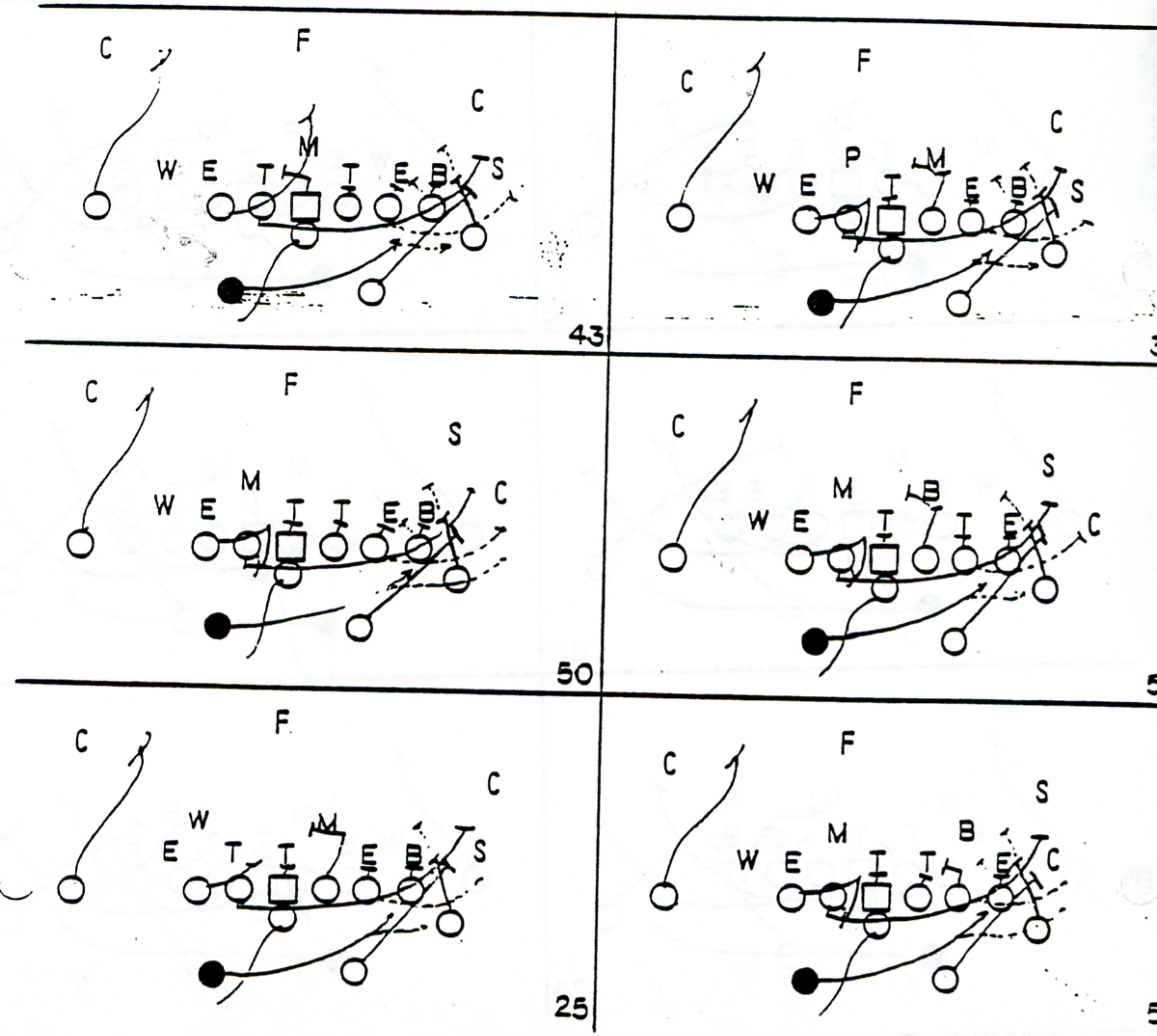






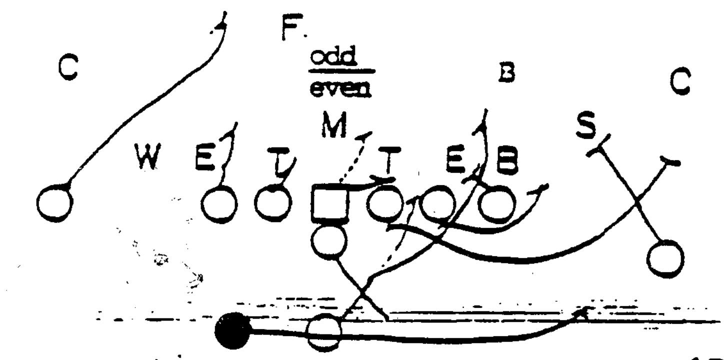
PLAY 18-19 POWER

X	CONVOY
LT	SEAL TO BALL; IF NO THREAT TO C'S BACKSIDE, TURN BACK FOR PURSUIT
LG	PULL, TURN UP FIELD AT 8, IF NO HOLE BOUNCE AND BLOCK DB
C	CHOKE VS 43; BLOCK MAN OVER VS ODD FRONTS
RG	CHOKE VS LB; BLOCK MAN OVER IF COVERED
RT	BLOCK MAN OVER; POSSIBLE LEAD FROM FLANKER
Y	POST FOR FLANKER IF POSSIBLE; IF BLB TOO WIDE, LEAD WITH OT
Z	LEAD WITH Y; IF BLB TOO WIDE, SINGLE BLOCK (Y AND OT DOUBLE TEAM)
H	BALL CARRIER AT 8-9; IF NO HOLE, BOUNCE WITH OG OUTSIDE
F	POWER BLOCK ON MAN ON OR OUTSIDE FLANKER
Q	OPEN AWAY FROM CALL - BEHIND HANDOFF - FAKE WAGGLE

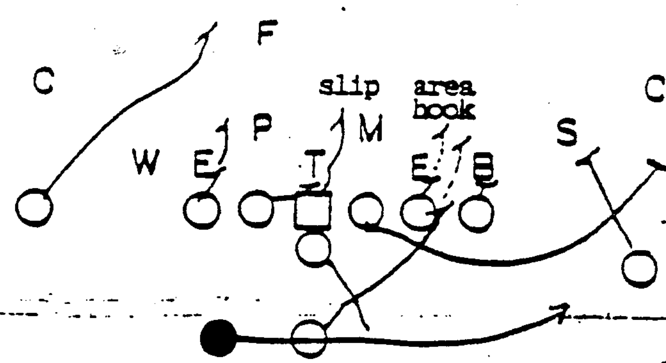


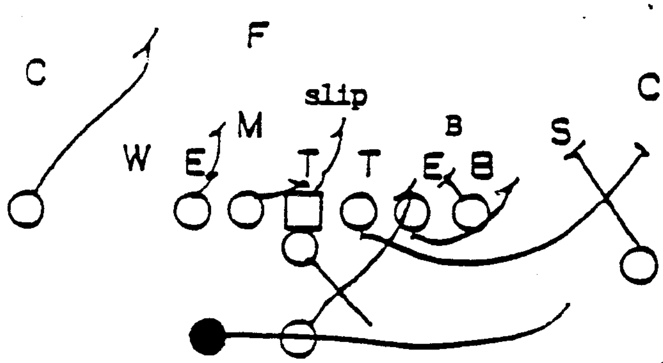
PLAY 98 (99) F

X	CONVOY
LT	SIFT OR SLIP W/G
LG	CUT OFF OR SLIP W/C OR T
C	VS 43 CUT OFF MLB OR REACH DT; VS NT CUTOFF OR SLIP W/OFF G
RG	PULL, TRACK @ 8
RT	"B" BLOCK WIDE DE (43); AREA HOOK IF BUBBLE OVER G
Y	HOOK UNLESS "B" CALL THEIR DOWN BLOCK (STAND UP OF REVERSE SHOULDER)
Z	SKY BLOCK; IF SS BEATS YOU ACROSS LOS CONTINUE FOR MLB OR FS
H	BALL CARRIER AT 8-9
F	BLOCK MLB, BE ALERT FOR DT COVERING G OR DE IF MLB OVER G
Q	FRONT OUT TO SIDE OF CALL - QUICK FAKE TO FB - HAND OFF TO HB - STRAIGHT DROP

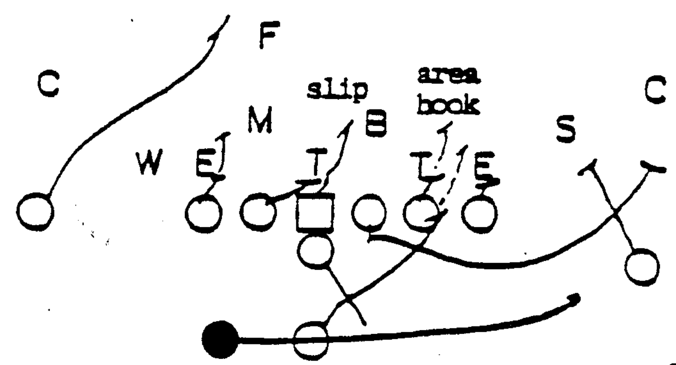


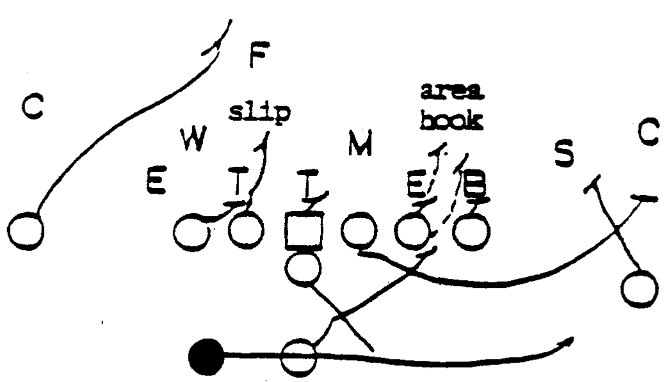
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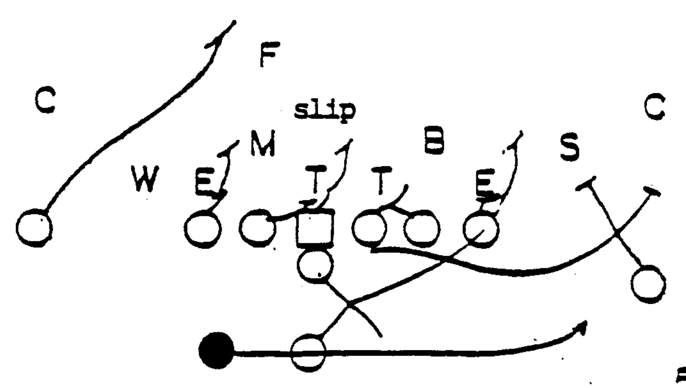


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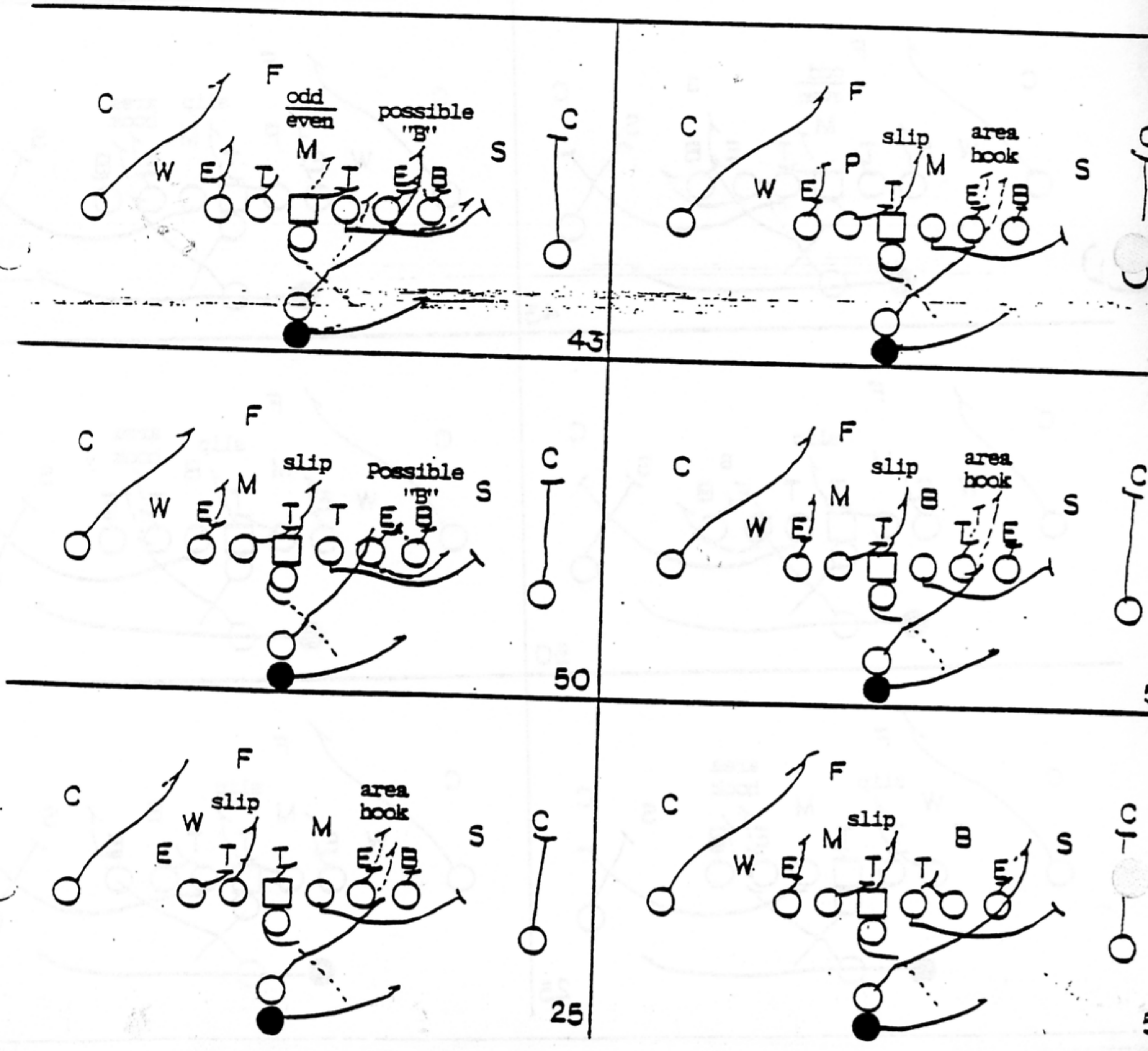


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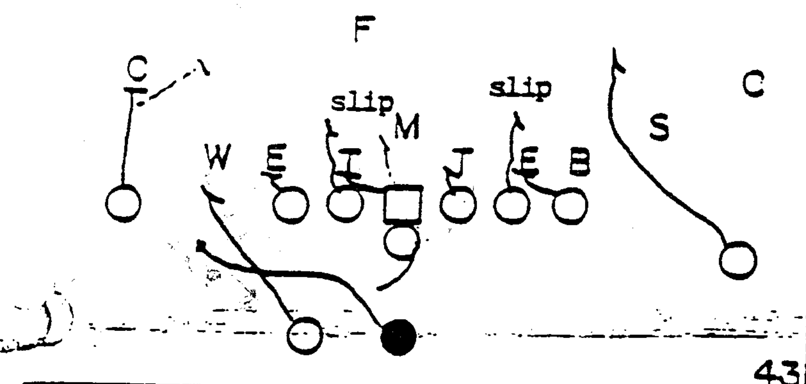
PLAY 98 (99) G

X	CONVOY
LT	SIFT OR SLIP W/G
LG	CUT OFF OR SLIP W/C OR T
C	VS 43 CUT OFF MLB OR REACH DT; VS NT CUTOFF OR SLIP W/OFF G
RG	PULL, TRAP OR LEAD ON STRAY SAFETY
RT	HOOK (AREA HOOK IF BUBBLE OVER G)
Y	HOOK
Z	STALK CORNER
H	BALL CARRIER AT 8-9
F	BLOCK MLB, BE ALERT FOR DT COVERING G OR DE IF MLB OVER G
Q	REVERSE, PITCH TO TAILBACK

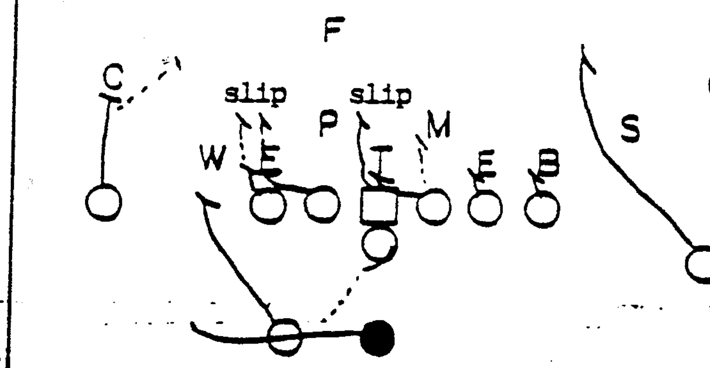


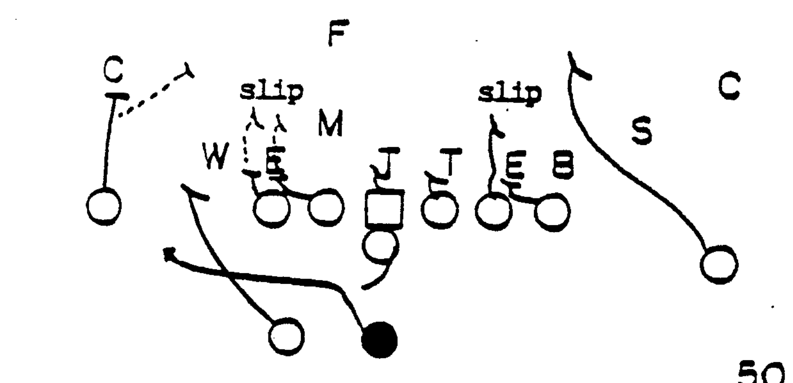
PLAY 69 (68) H.O. (TOSS) (SOLID)

X	FIRST FORCE
LT	HOOK OR OUTSIDE SLIP
LG	HOOK OR SLIP W/C OR W/T, POSSIBLE IF TECHNIQUE VS BUBBLE
C	CUTOFF OR SLIP W/G OR W/OFF G
RG	CUTOFF OR SLIP W/C
RT	CUTOFF OR SLIP W/Y
Y	CUTOFF OR SLIP W/T
Z	CONVOY
H	BOB BLOCK WLB (DE VS 25)
F	BALL CARRIER AT 9-8
Q	OPEN AWAY FROM CALL - DEEP HANDOFF TO FB - STRAIGHT DROP

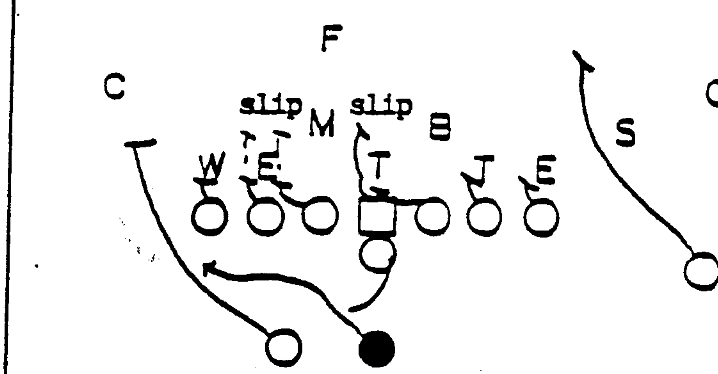


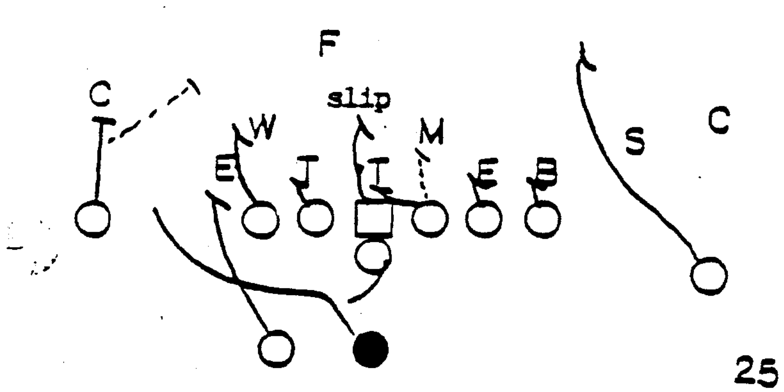
69 TOSS

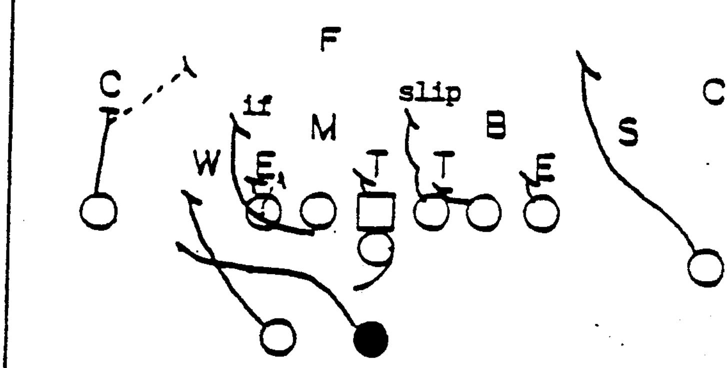




69 H.O. SOLID

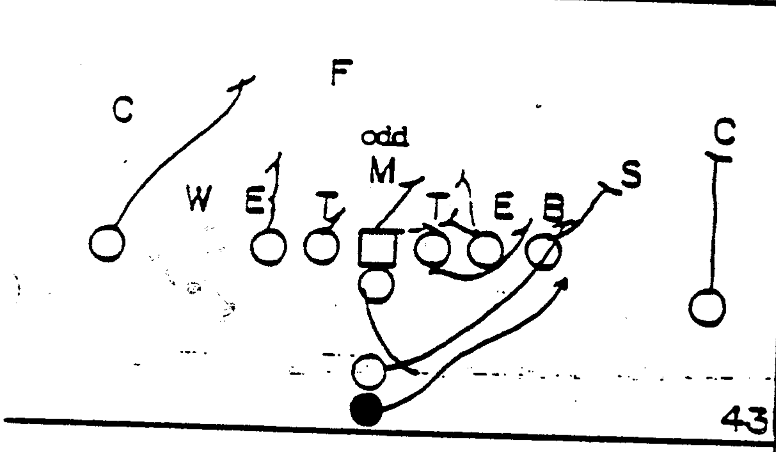


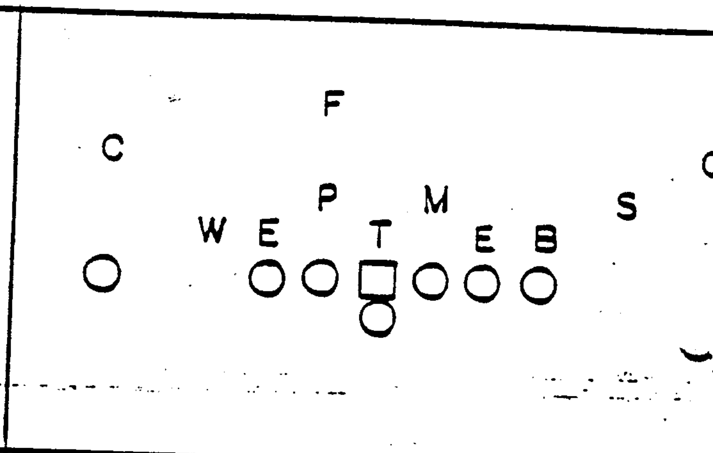


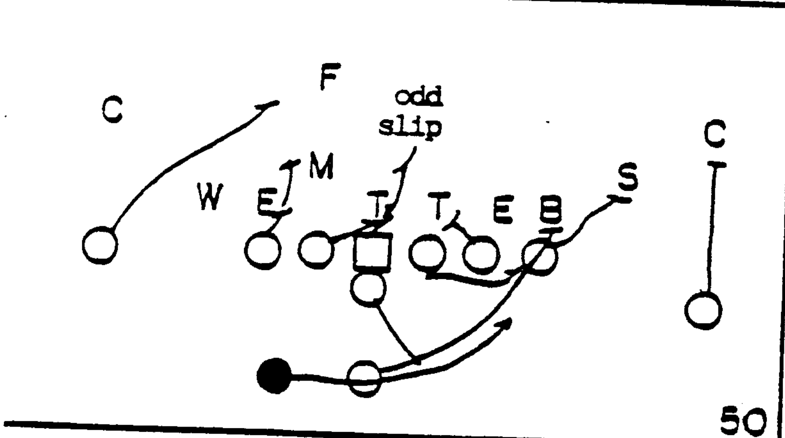


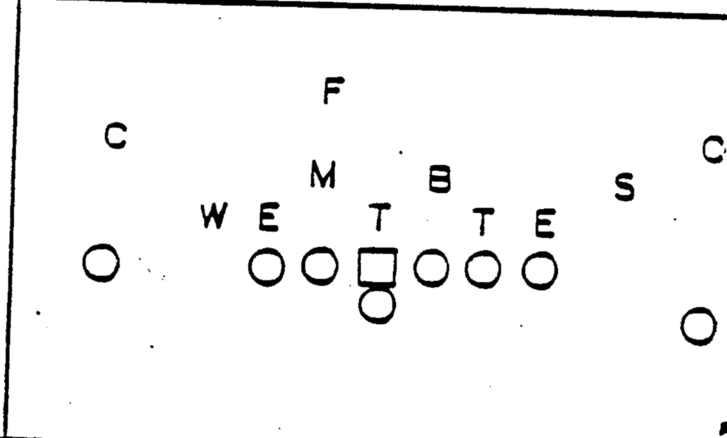
PLAY 98 (99) BOB RELEASE

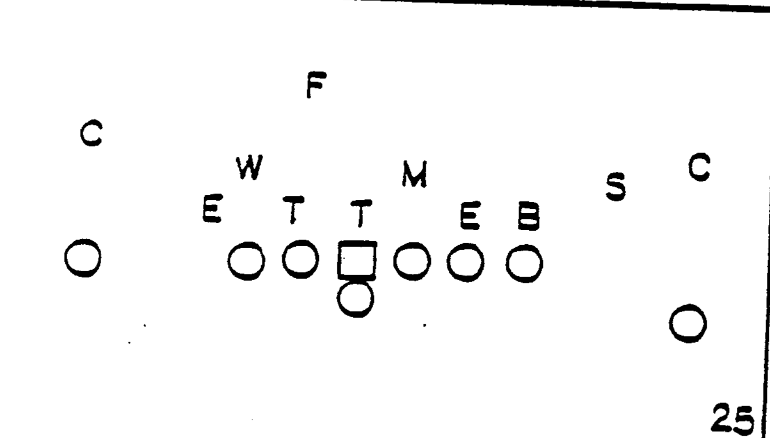
X	CONVOY
LT	SIFT
LG	CUT OFF OR SLIP W/C
C	ODD = CUTOFF OR SLIP; EVEN = REACH
RG	PULL AND HOOK MAN OVER OT
RT	ODD = DOWN; EVEN = MLB
Y	OUTSIDE RELEASE FOR SS
Z	STALK CORNER
H	BALL CARRIER AT 6-7
F	BOB BLOCK "B" BACKER (DE VS. 57)
Q	OPEN TO CALL - HAND TO HB/TB

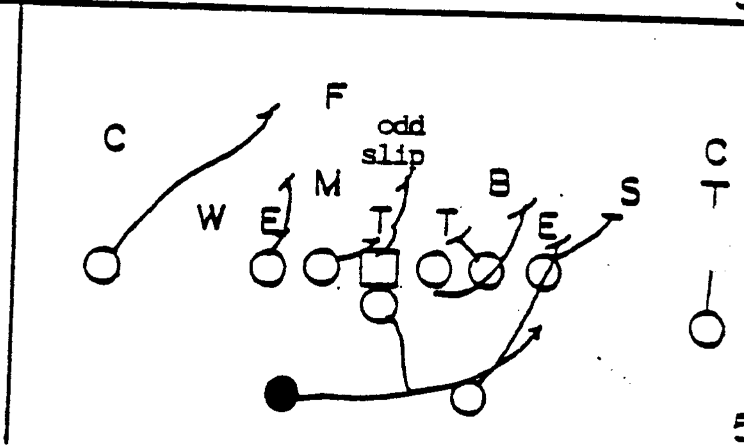












PLAY 38 (39) F

X CONVOY

LT SIFT UNLESS NO HB AS PER G.P. THEN SEAL TO BALL.

LG TRAP OR CLIP DT OVER ON G., NT TURN UP @ SEAL BACK-SIDE.

C BLOCK 1ST LB FROM NOSE TO BACKSIDE, USE SLIP OR CIRCLE TECHNIQUE IF NT.

RG IF COVERED BY DL PULL TRACK @ 8; IF COVERED BY LB IF FOR LB.

RT B BLOCK - HOOK OR REVERSE HIP BLB.

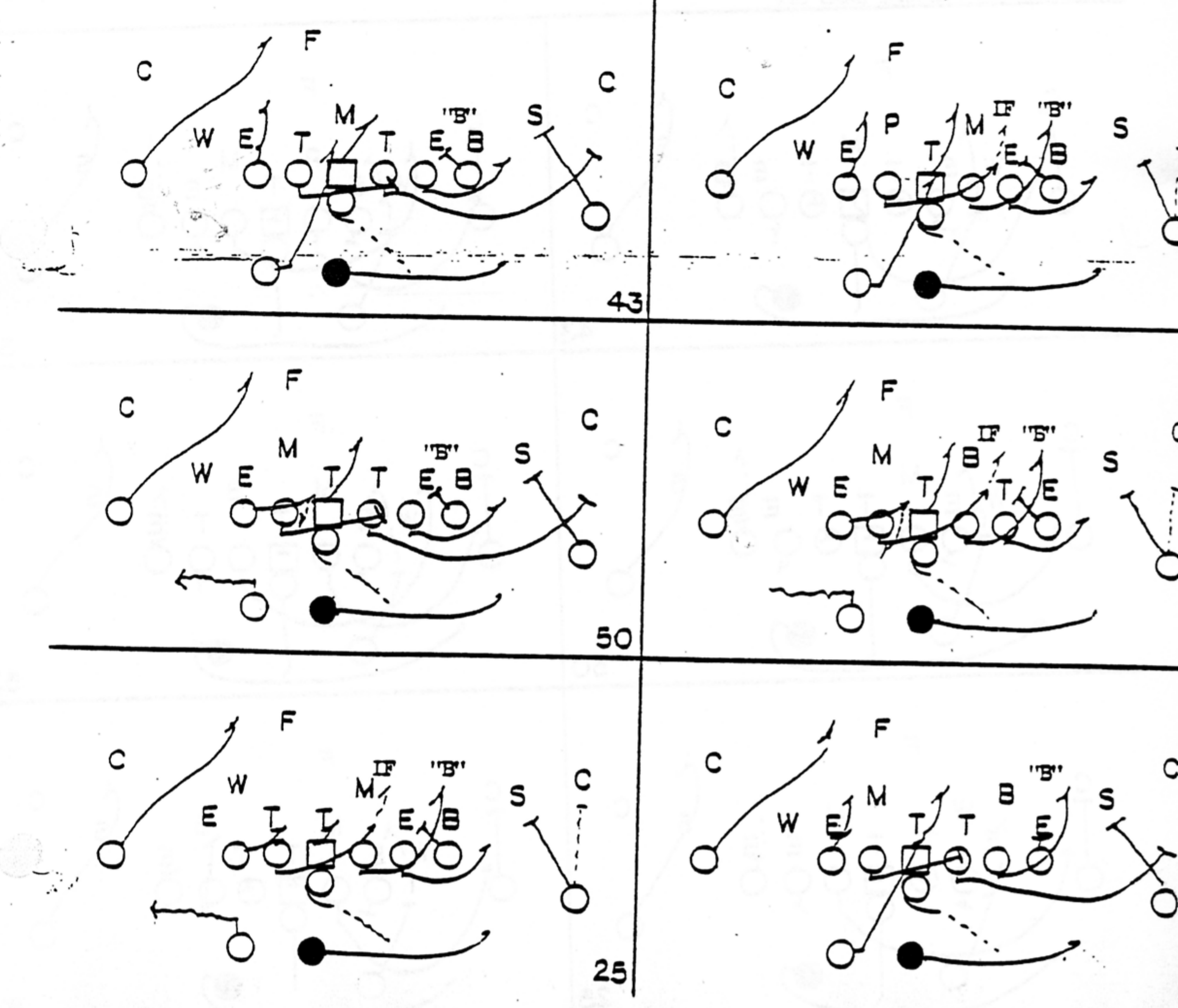
Y B BLOCK - STANDUP OR REVERSE SHOULDER.

Z IF ON G COVERED BY DT SKY BLOCK; IF COVERED BY LB BLOCK MOST DANGEROUS S OR C.

H FAKE 30 PULL CUT 1ST DL FROM C BACKSIDE.

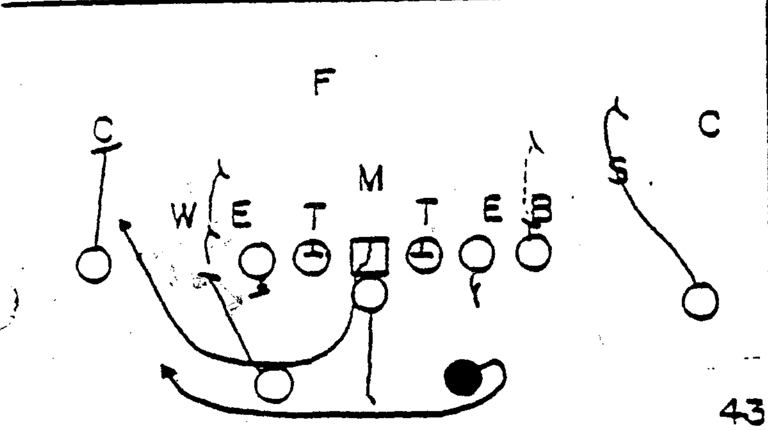
F BALL CARRIER AT 8 OR 9. READ TACKLES' BLOCK

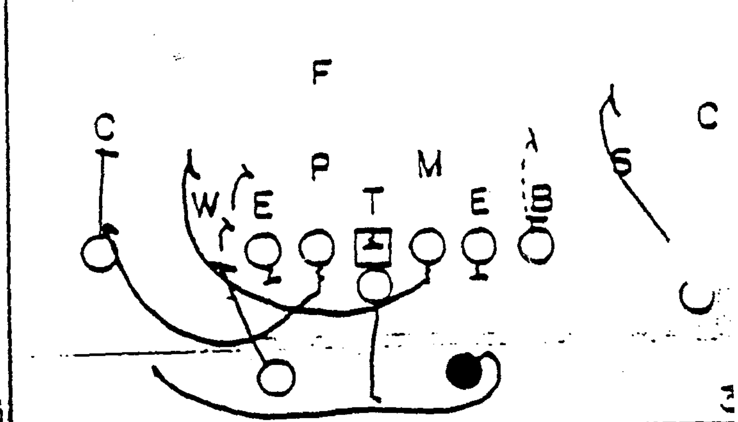
Q REVERSE PIVOT - SOFT PITCH TO FB - LOOK BALL TO FB STOMACH - TRY TO COME BACK TO FAKE - ASSURE PITCH FIRST

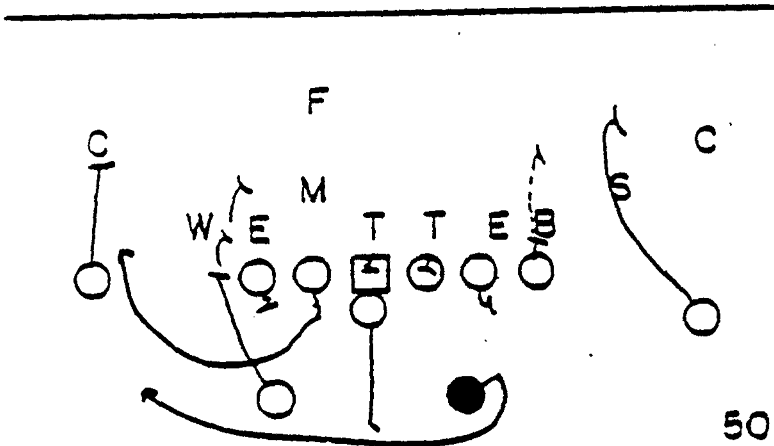


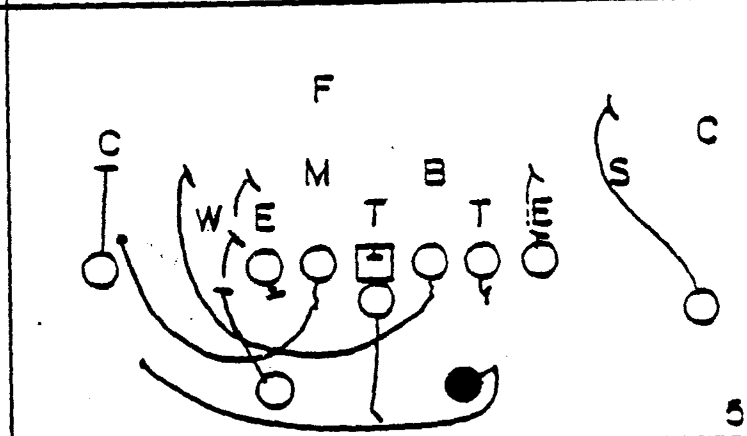
PLAY STATUE LEFT (RIGHT)

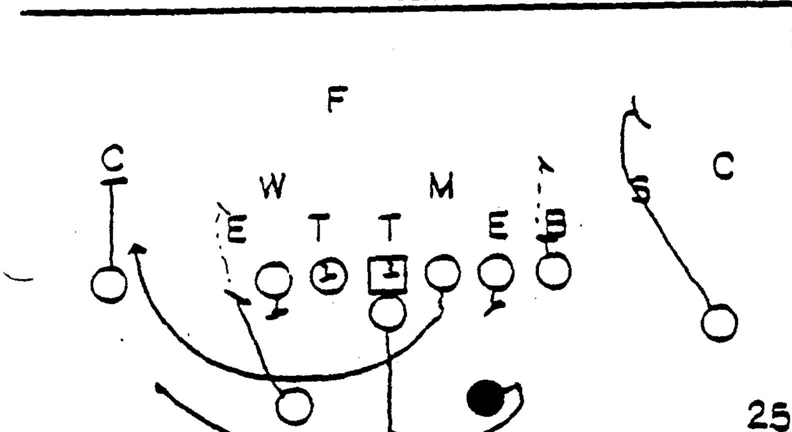
X STALK CORNER
LT PASS SET
LG COVERED-PASS SET; UNCOVERED-PASS SET PULL - 1ST G/C LOOKS FOR WLB, N.T. BLOCK IN 2ND G LOOKS INSIDE
C
RG
RT DRAW SET
Y DRIVE THROUGH MAN OVER; STALK STRONG SAFETY
Z CONVOY
H (1) WLB BLITZ, (2) HELP ON DE, (3) BLOCK ON LB TO INSIDE
F PIVOT GETTING PROPER DEPTH AND TAKE H.O. BEHIND QB. YOU ARE BALL CARRIER @ 8-9
Q 5 QUICK STEPS - BEHIND HAND OFF TO BACK - LOOK DOWN FIELD AS LONG AS POSSIBLE, TE ASSURE HAND OFF

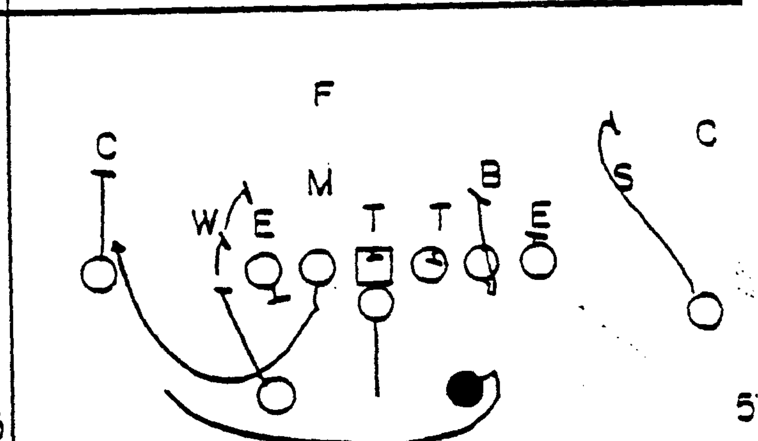






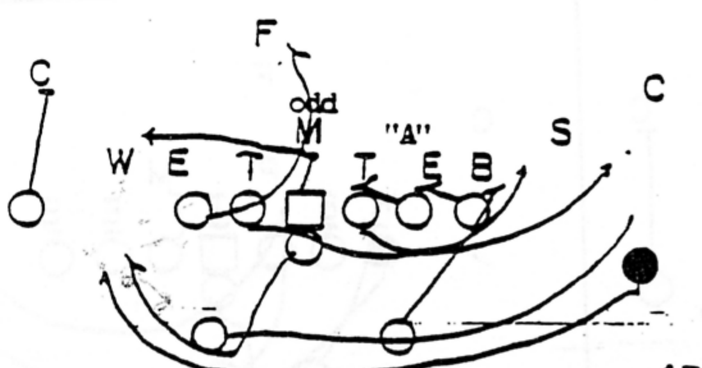




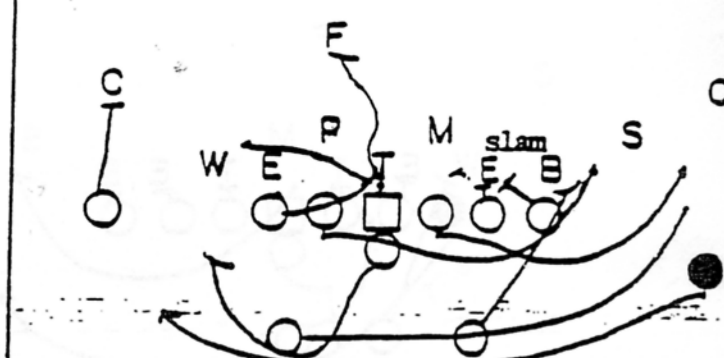


PLAY Z REVERSE LT (RT) FAKE 18 BOB OR 98 G

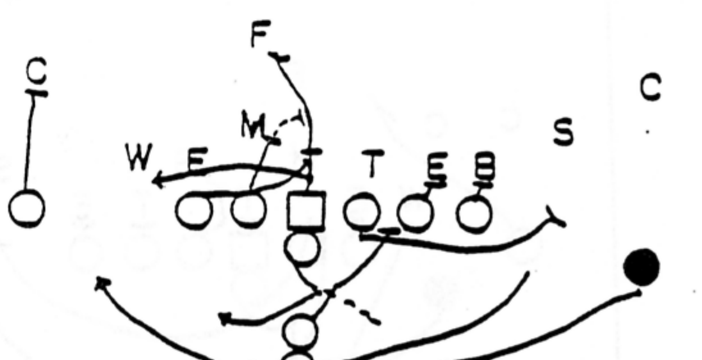
X	STALK CORNER
LT	SEAL TO BALL, LET C CLEAR THEN BLOCK FREE SAFETY
LG	18 BOB OR POOR 98 CUTOFF
C	POOR ODD BLOCK, RELEASE TO LEAD REVERSE
RG	18 BOB OR 98 G
RT	18 BOB OR 98 G
Y	18 BOB OR 98 G
Z	6-8 YARD SPLIT - YOU MEASURE ROUTE OF HB & PASS BEHIND - SHOW A POCKET TO HB. YO MUST GAIN 5 YARDS 1ST, THEN GO FOR BIG GAI
H	18 BOB OR 98 G START THEN HAND BALL TO Z
F	18 BOB OR 98 G
Q	18 BOB H.O. OR 98 G PITCH - LEAD REVERSE IF POSSIBLE



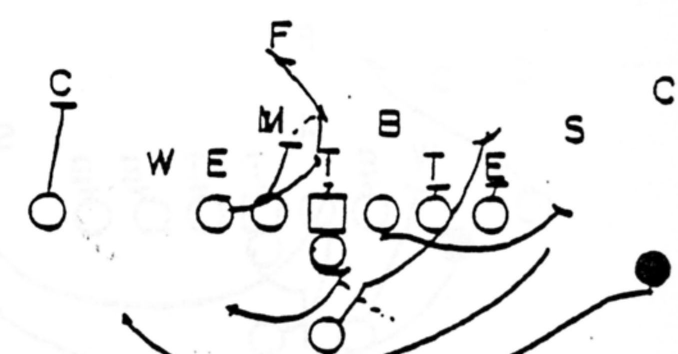
FAKE 18 BOB 43



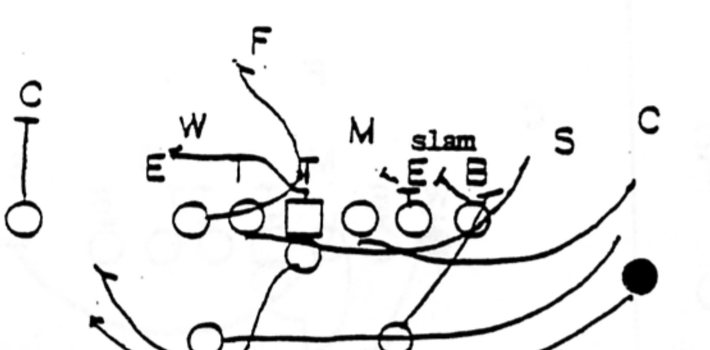
FAKE 18 BOB



FAKE 98 G 50

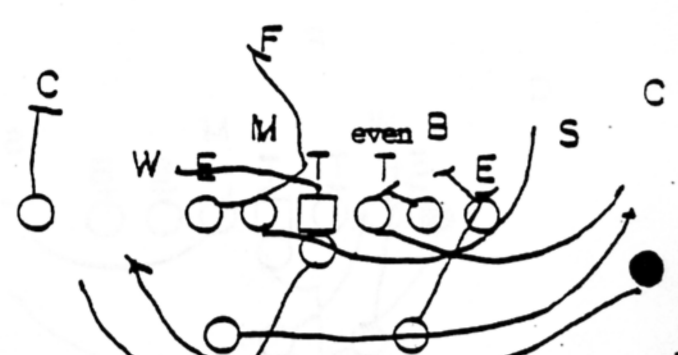


FAKE 98 G



25

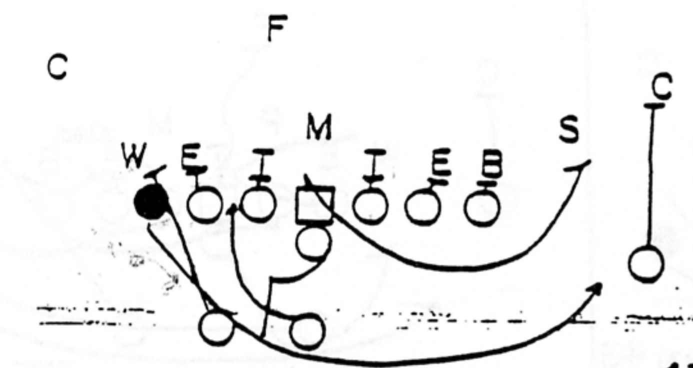
FAKE 18 BOB



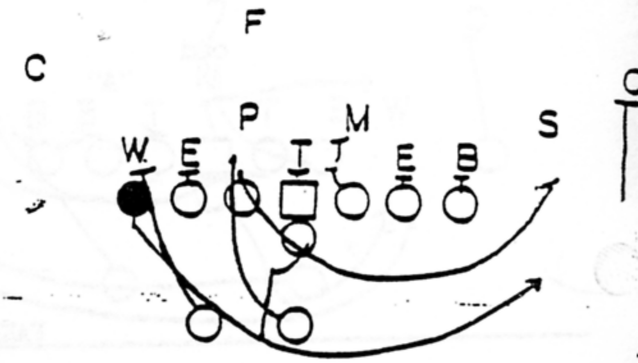
FAKE 18 BOB

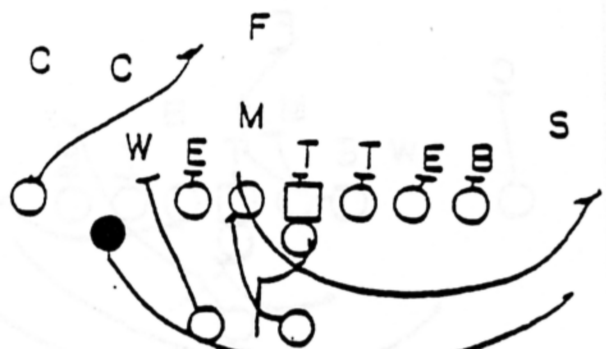
PLAY X AROUND RT (LT) FAKE 65 (64)

X	SPLIT BY GAME - YOU MEASURE DEPTH OF QB & PASS BEHIND - MUST GAIN 5 YDS THEN FOR BIG GA
LT	DRIVE
LG	IF UNCOVERED, PULL & LEAD, IF COVERED, DRIVE
C	IF UNDOVERED, PULL & LEAD, IF COVERED, DRIVE
RG	DRIVE UNLESS ONLY UNCOVERED C OR G THEN PULL & LEAD
RT	DRIVE
Y	DRIVE
Z	STALK
H	BLOCK 65 (64)
F	FAKE 64 (64) TRY TO CUT MLB
Q	GOOD FAKE TO FB - KEEP SHOULDERS LOW, LOOK BALL INTO X - BE CONSISTENT WITH DEPT FOR "X" TO MEASURE

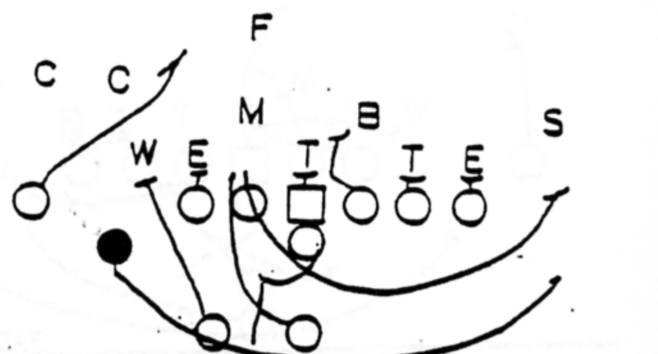


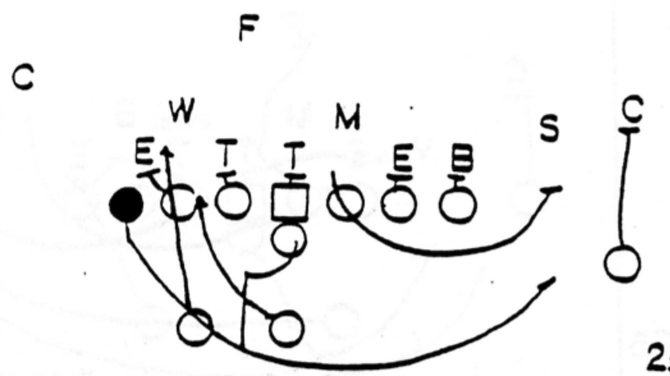
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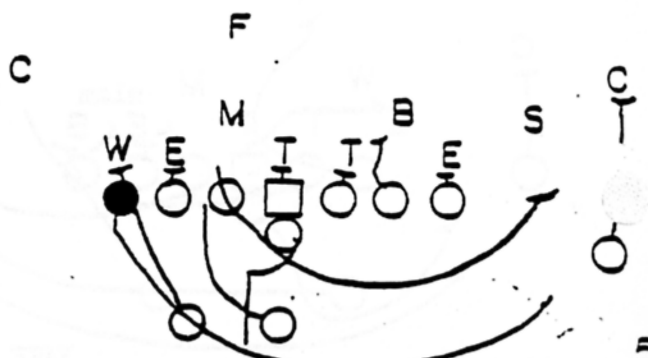


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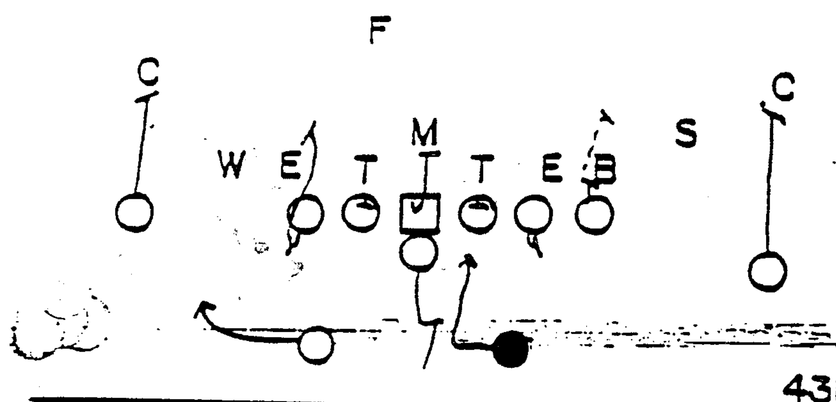
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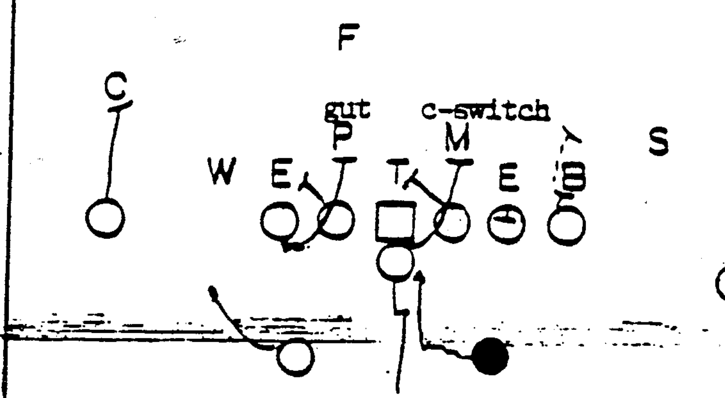


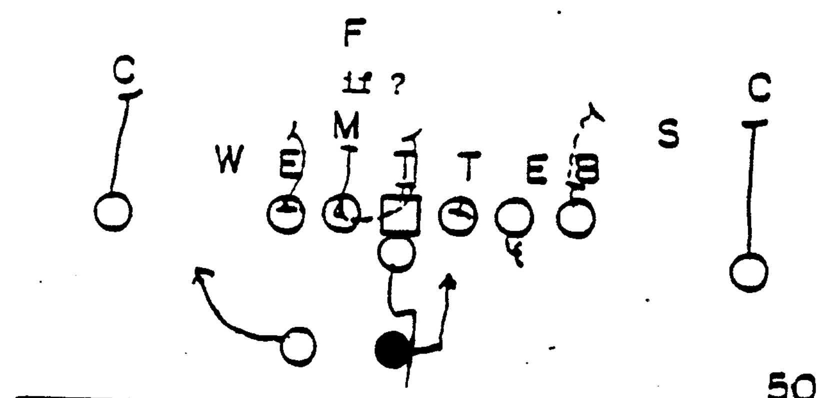
PLAY FB 40 (41) (QUICK DRAW)

X	CLEAR (STALK CORNER)
LT	DRAW TECHNIQUE - SET & SIFT, GUT
LG	DRAW TECHNIQUE - GUT, IF
C	DRAW TECHNIQUE - C SWITCH
RG	DRAW TECHNIQUE - C SWITCH, GUT, IF
RT	DRAW TECHNIQUE - GUT, IF
Y	CUTOFF, SIFT FOR ST. SAFETY
Z	CLEAR (STALK CORNER)
H	GAME PLAN, SCAT, MOTION, LEAD ON WLB
F	BALL CARRIER AT DESIGNATED AREA
Q	2 STEP PASS DROP - CARRY BALL TO FB - STRAIGHT DROP

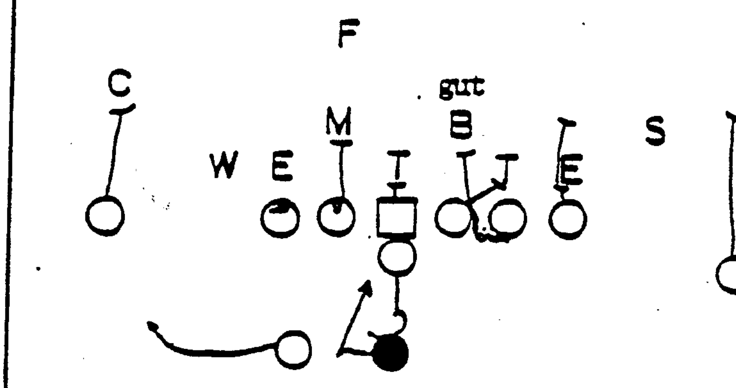
(LT–RT) VS 34 BASIC:
- BACKSIDE = GUT
- ONSIDE = MAN, G = IF

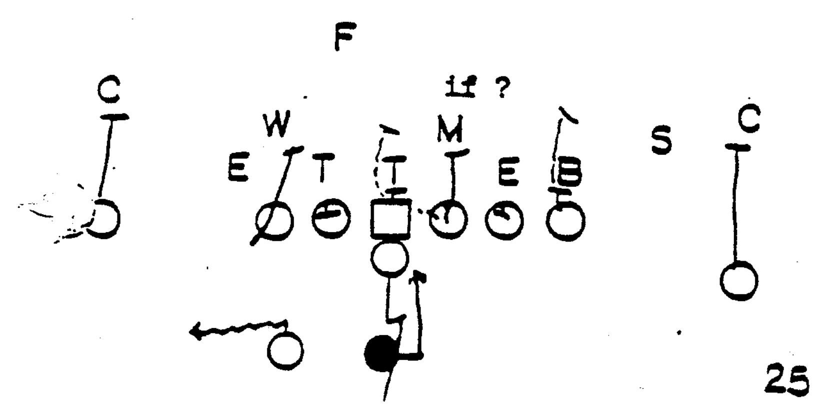


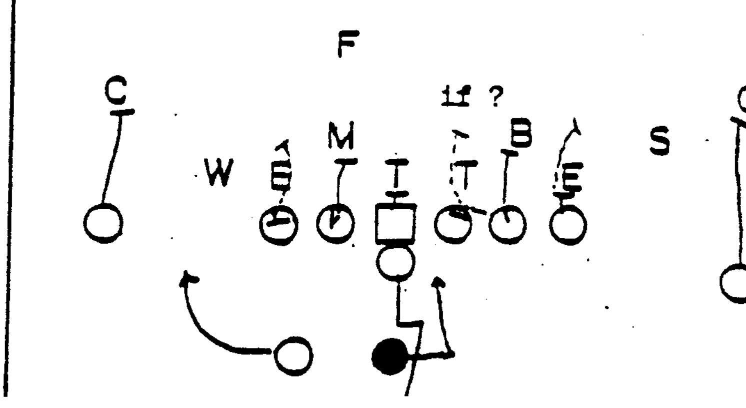




FB 41

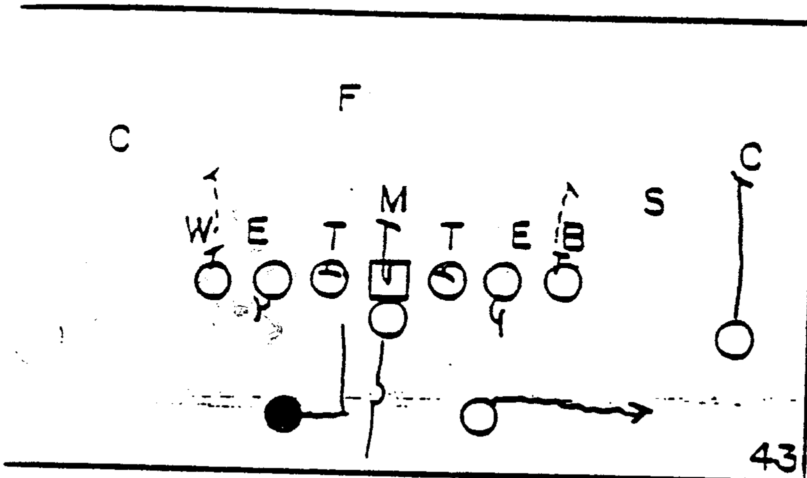


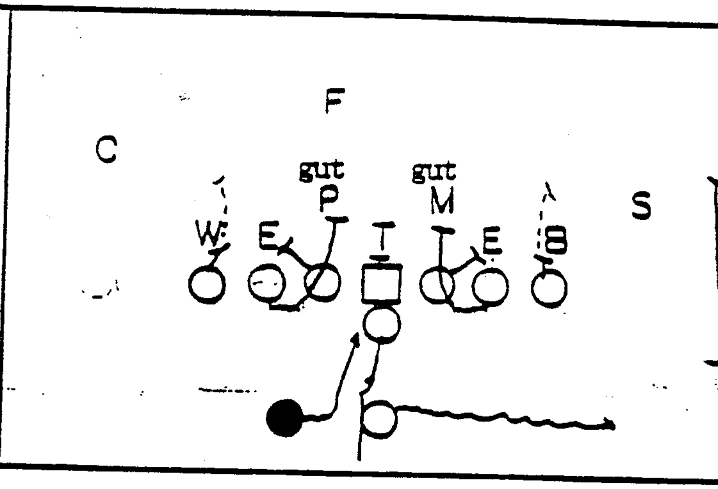


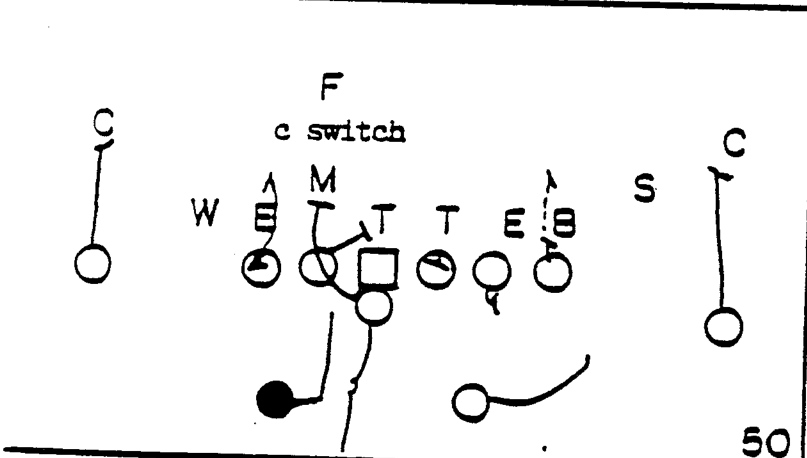


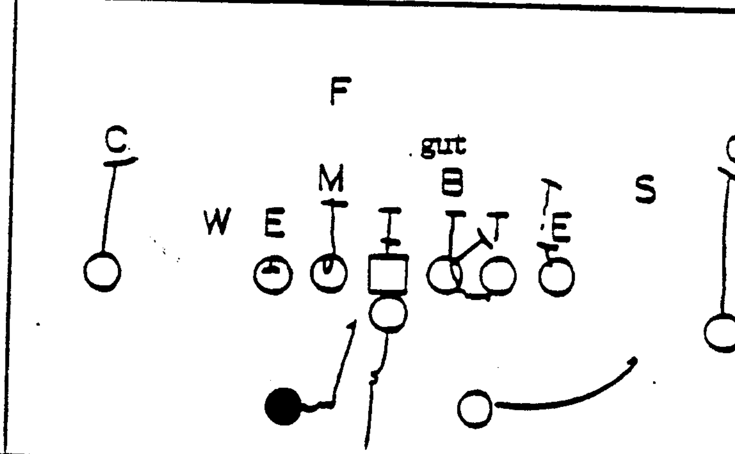
PLAY HB 41 (40) (QUICK DRAW)

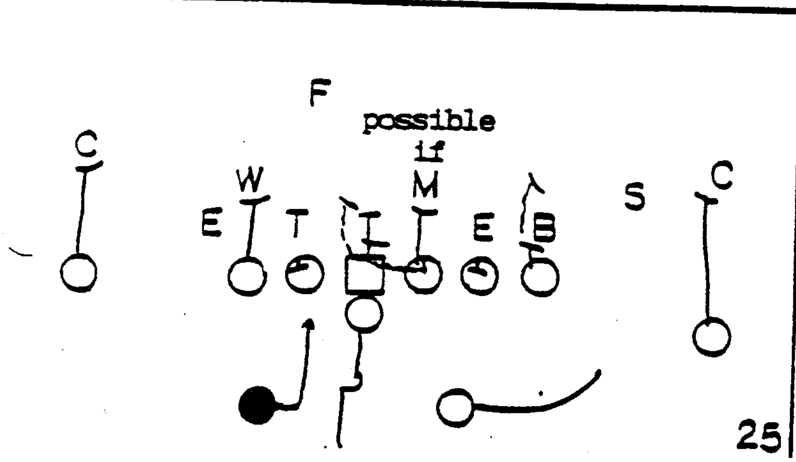
X	CLEAR (STALK CORNER)	
LT	DRAW TECHNIQUE - GUT	VS 34 BASIC { BACKSIDE = GUT; ONSIDE = MAN, G = IF }
LG	DRAW TECHNIQUE - GUT, IF, C SWITCH	
C	DRAW TECHNIQUE - C SWITCH	
RG	DRAW TECHNIQUE - GUT, IF	
RT	DRAW TECHNIQUE - GUT	
Y	CUTOFF, SIFT FOR ST. SAFETY	
Z	CLEAR (STALK CORNER)	
H	BALL CARRIER AT DESIGNATED AREA	
F	GAME PLAN, SCAT, MOTION, LEAD ON WLB	
Q	2 STEP PASS DROP - CARRY BALL TO HB - STRAIGHT DROP	

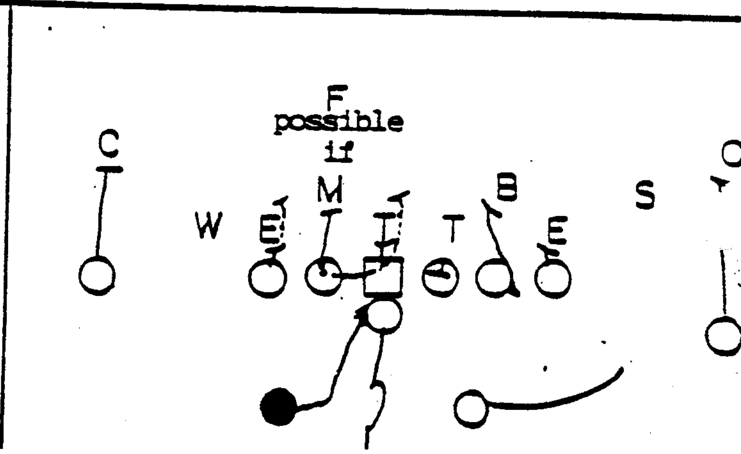








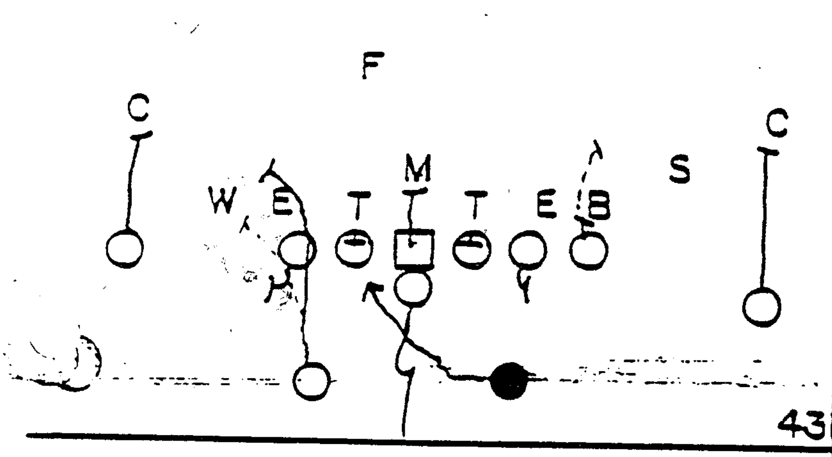


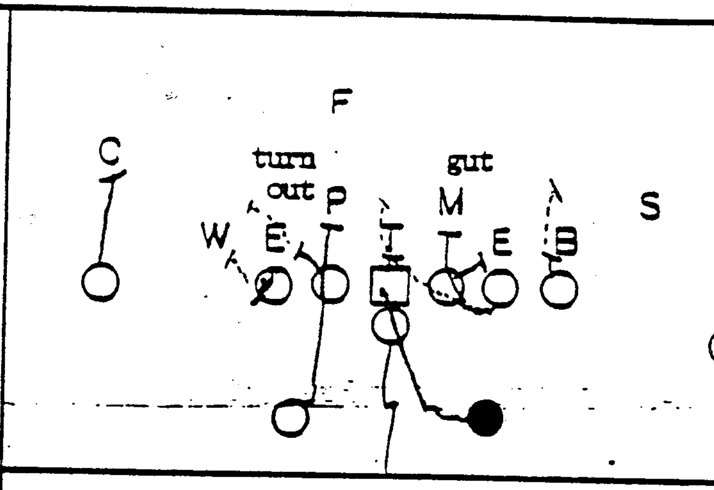


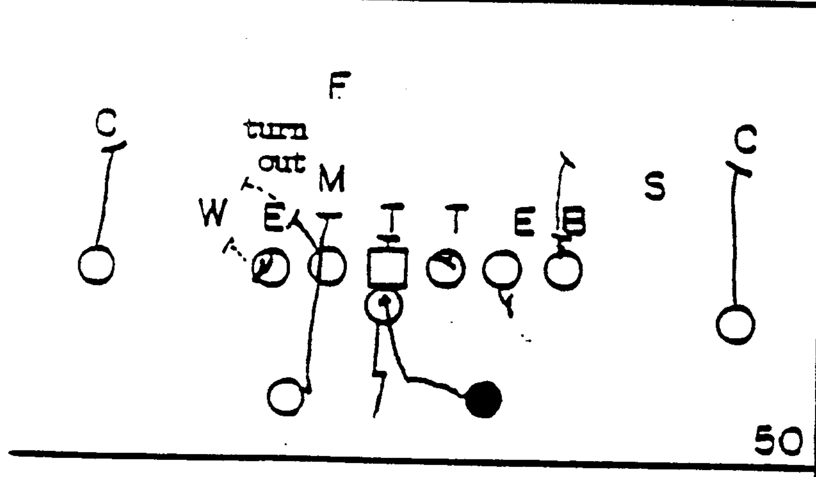
PLAY FB 43 (42) (LEAD DRAW)

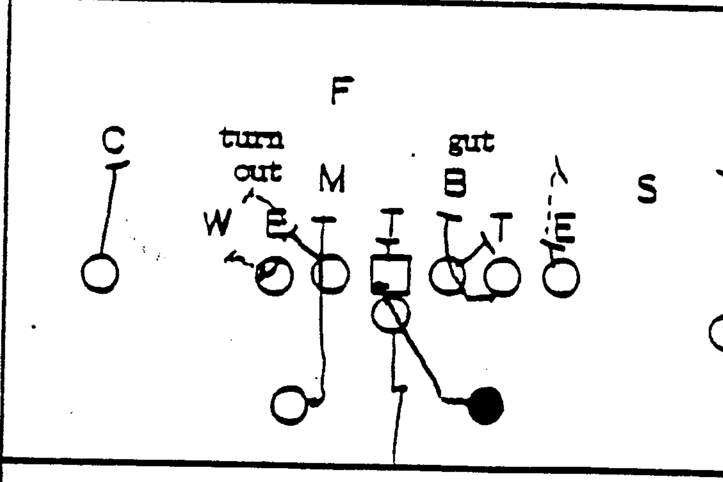
X	CLEAR (STALK CORNER)
LT	DRAW TECHNIQUE - TURN OUT VS BUBBLE OVER T OR G
LG	DRAW TECHNIQUE - TURN OUT VS BUBBLE
C	DRAW TECHNIQUE -
RG	DRAW TECHNIQUE - GUT, IF
RT	DRAW TECHNIQUE - GUT, IF
Y	CUT OFF, SIFT FOR ST. SAFETY
Z	CLEAR (STALK CORNER)
H	BLOCK 1ST LB FROM G OUT ON SIDE OF CALL
F	BALL CARRIER AT DESIGNATED AREA
Q	2 STEP PASS DROP - TAKE BALL TO FB AND CONTINUE RETREAT

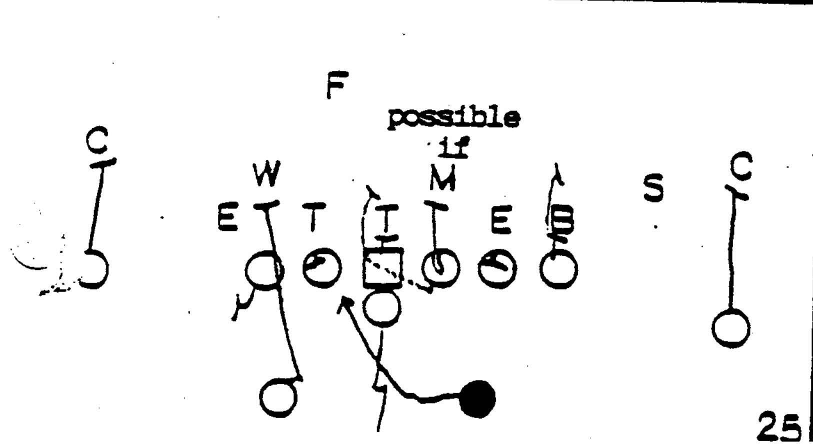
VS 34 BASIC (LT through RT): BACKSIDE = GUT; ONSIDE = OPEN

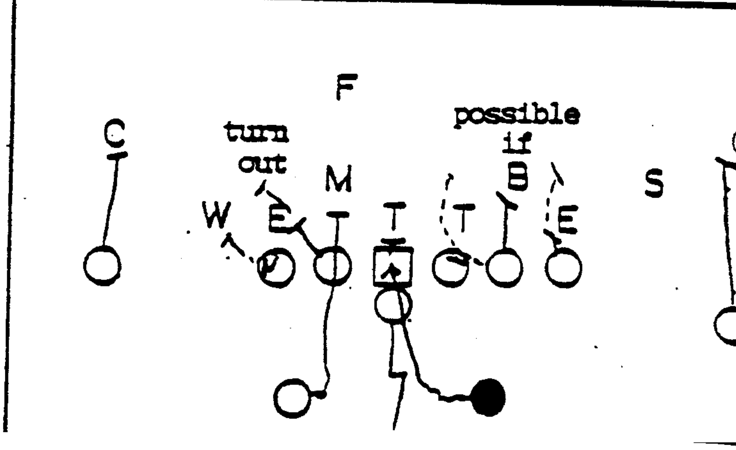








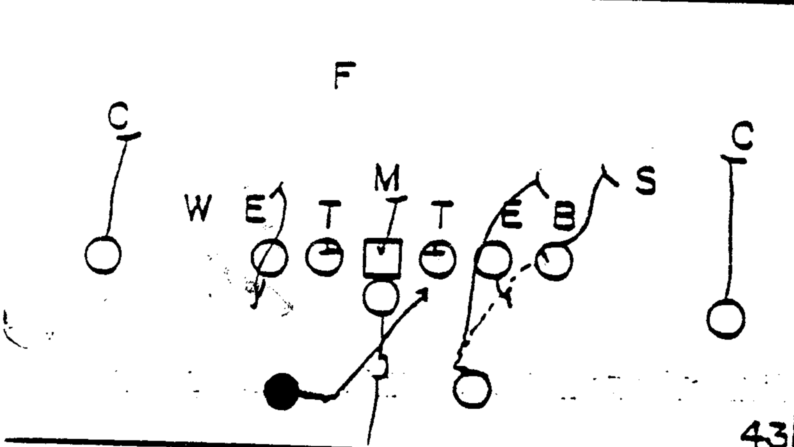


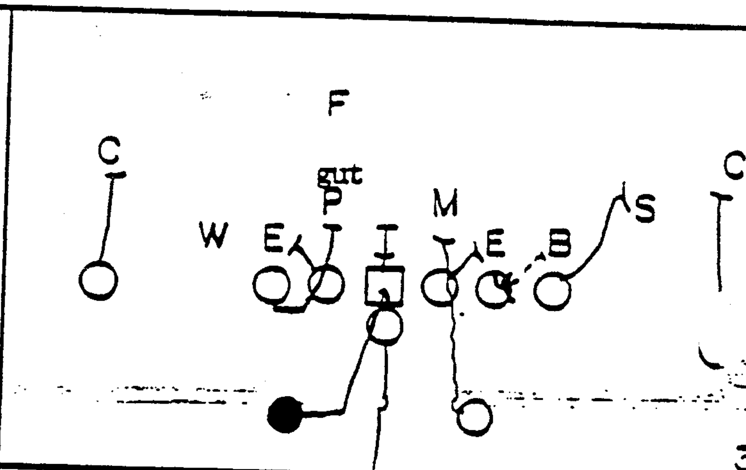


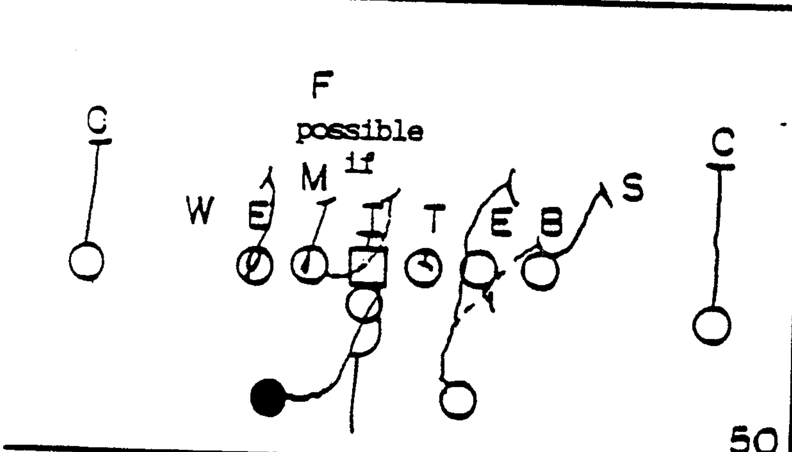
PLAY HB 42 (43) (LEAD DRAW)

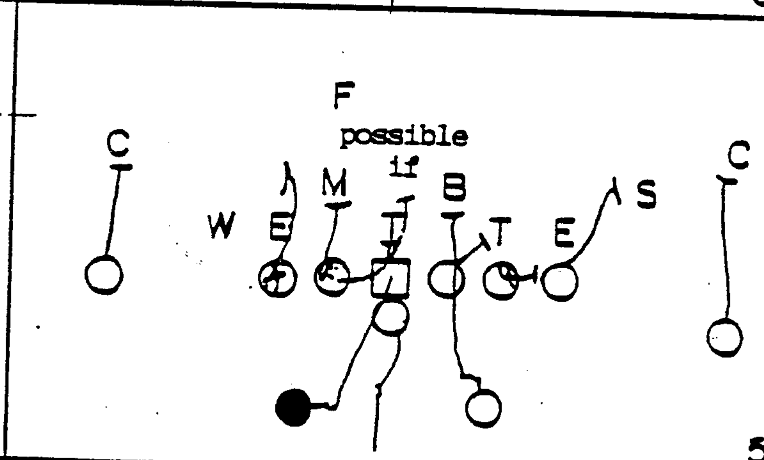
X	CLEAR (STALK CORNER)
LT	DRAW TECHNIQUE - SET & SIFT, GUT
LG	DRAW TECHNIQUE - GUT, IF
C	DRAW TECHNIQUE
RG	DRAW TECHNIQUE - TURN OUT VS BUBBLE
RT	DRAW TECHNIQUE - TURN OUT VS BUBBLE OVER T OR G
Y	OUTSIDE RELEASE FOR ST. SAFETY
Z	CLEAR (STALK CORNER)
H	BALL CARRIER AT DESIGNATED AREA
F	BLOCK 1ST LB FROM G OUT ON SIDE OF CALL
Q	2 STEP PASS DROP - TAKE BALL BACK TO HB AND CONTINUE RETREAT

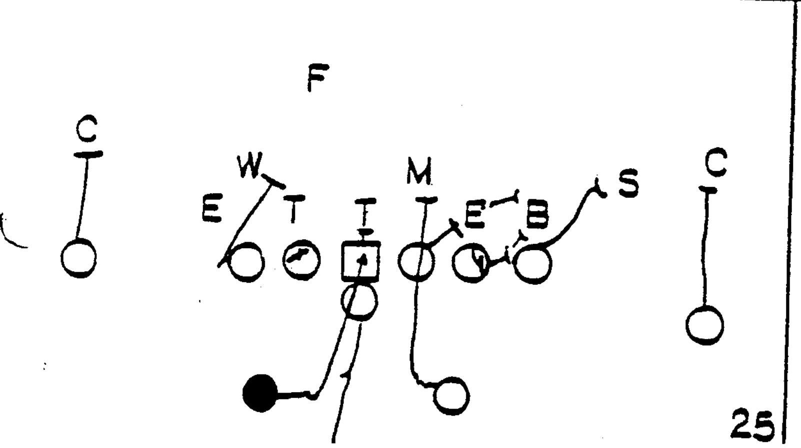
(LT, LG, C, RG, RT) VS 34 BASIC: BACKSIDE = GUT; ONSIDE = OPEN

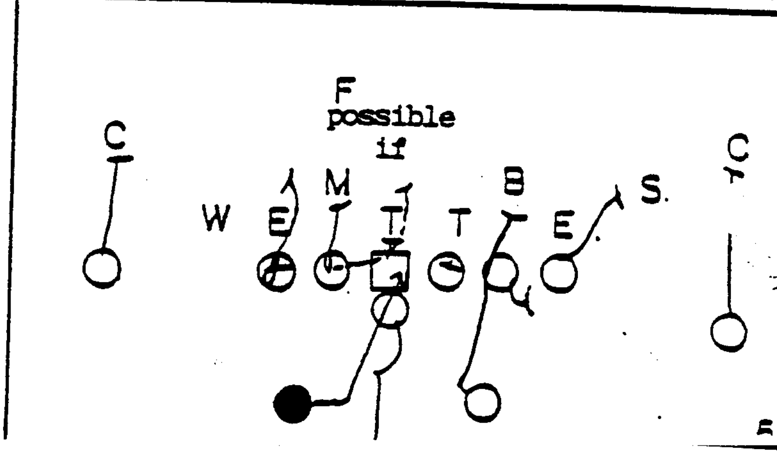












PLAY QB DRAW

X CLEAR (STALK CORNER)

LT DRAW TECHNIQUE

LG, C, RG: VS 34 = 'O' BLOCKING | VS DRAW TECHNIQUE; 43 ENSURE RDT - THEN GO FOR MLB (43) OR WLB (42); 42 DRAW TECHNIQUE

RT DRAW TECHNIQUE

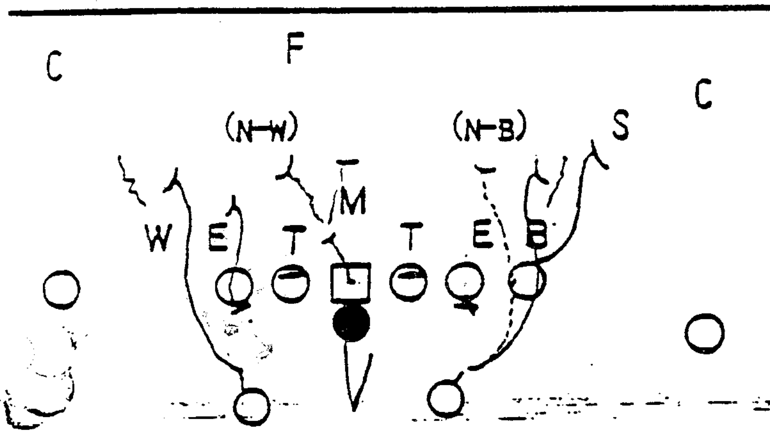
Y OUTSIDE RELEASE FOR SS

Z CLEAR (STALK CORNER)

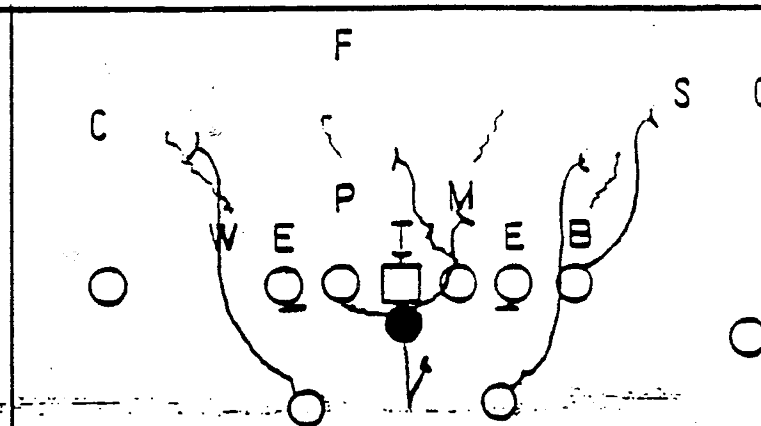
H CHECK WLB, RELEASE, BLOCK WLB

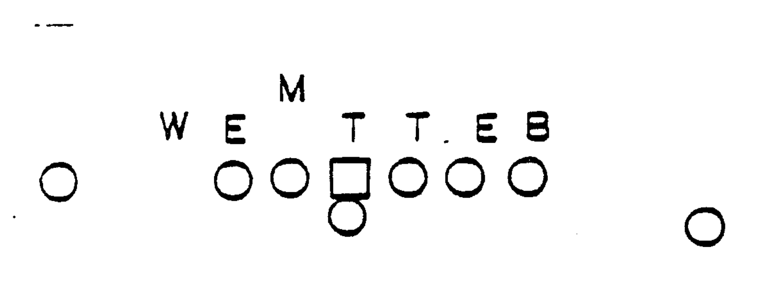
F CHECK BLB, RELEASE, BLOCK BLB - POSSIBLE BLOCK N COVERING YOU

Q DROP 3 FULL STEPS - RUN DRAW OVER RG POSITION

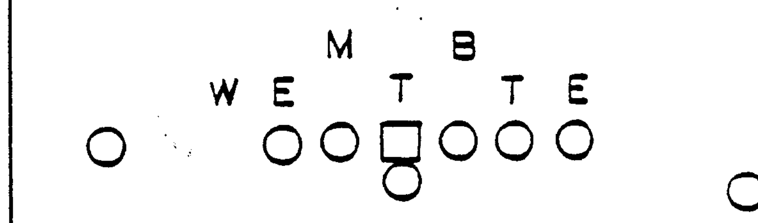


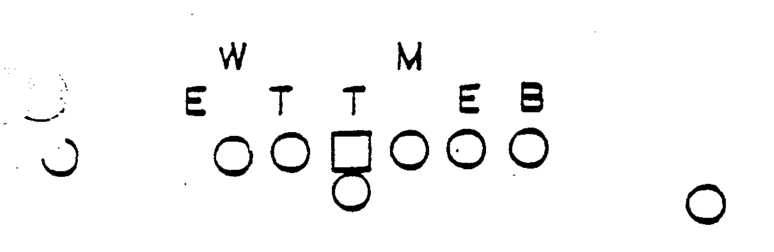
43



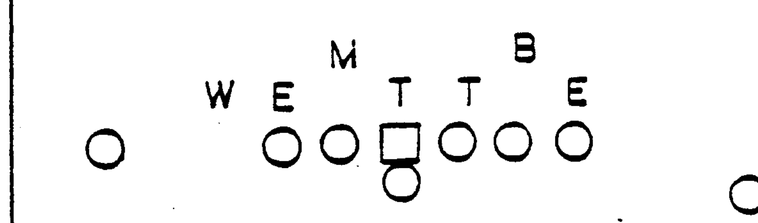


50





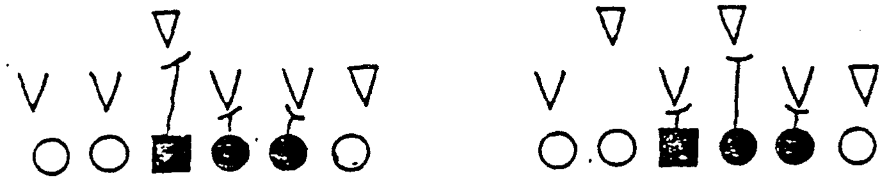
25



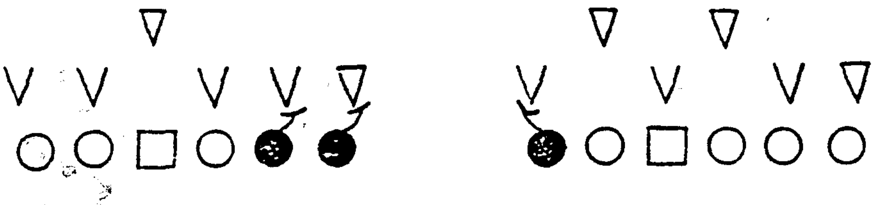
INDIVIDUAL RUN BLOCKS

Man blocking. A term referring to a blocking scheme in which the offensive lineman is responsible for the defensive player covering him as opposed to trap or sweep blocking schemes in which more sophisticated blocking patterns are used. The simplest forms of man blocking are:

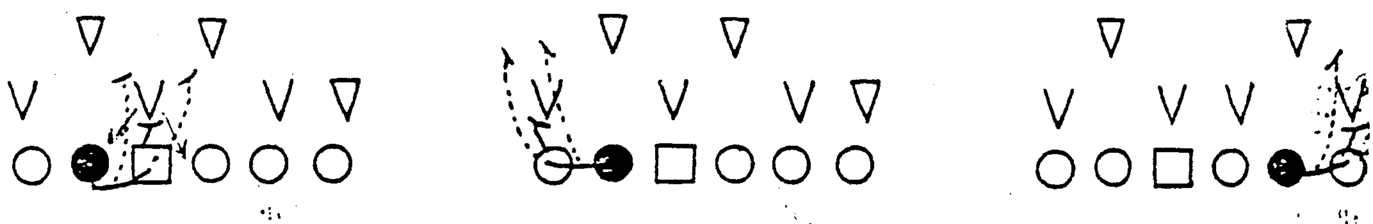
1. Drive. The OL strives to drive his man off the LOS and generally away from the POA. Proper target and lead are important.



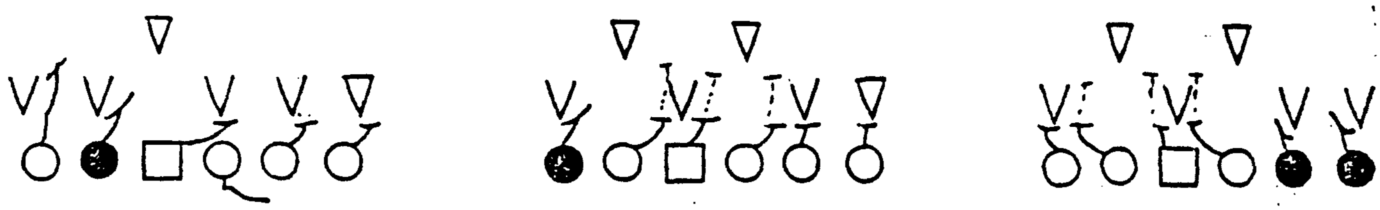
2. Hook. The OL uses the proper footwork technique and quickness to gain a position advantage on outside plays.



3. If. A block on a LB, generally by a G, where the G must read both a DL covering an adjacent OL and the LB to determine his approach to the block. The OL executing the "if" technique begins by starting to go around his teammates.

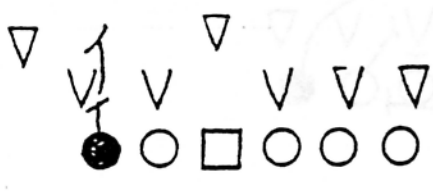


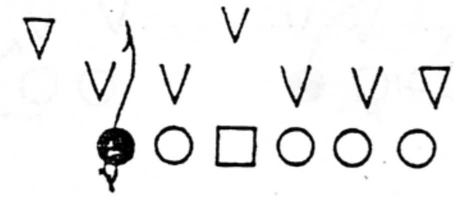
4. Cut. The OL uses a quick thrust through the onside leg of the defender to engage him then sustains the block with the crab technique getting head, shoulder and elbow past the defender. Do not let the defender cross your face. This technique is not used at the POA.

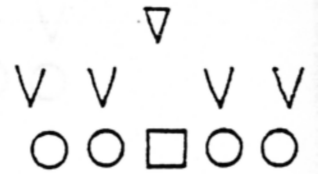


5. Stand-up cutoff. The OL uses a quick short onside position step (similar drive block with a lead) striking a forearm blow, raising the DL then turnin him away from the POA. Do not let the DL cross your face. This is a differ technique for similar situations in which the "cut" is used.

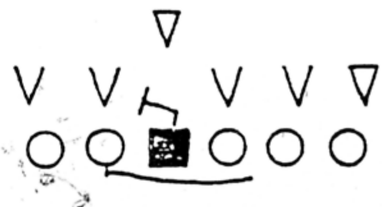
6. Sift. A technique on the backside of a play where the T or Y blocks the most dangerous of a DE/LB or LB/Saf stack. This is generally executed by beginning a controlled drive block on the defender covering the T or Y. If or when that defender plays upfield or around the block continue for the second level defender. Frequently a pass set influence can be used on the first level defender. The nearer the POA to the left block the greater the threat if the defender on the LOS.

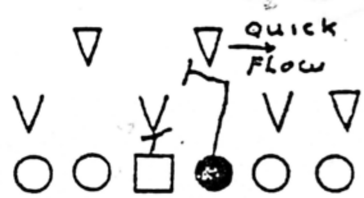

drive sift


set & sift

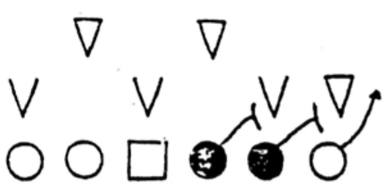


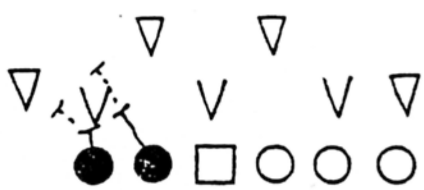
7. Choke. A different block for the C than for G when covered by a LB on off tackle plays. For the C the choke is a block to prevent a MLB run through before blocking back on a DT. For the G it is the block back on an off LB or DL if the G has been unable to block a quick flowing LB covering him.

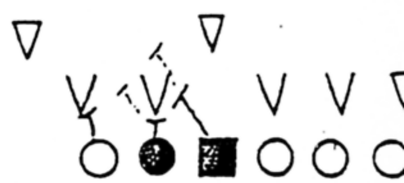




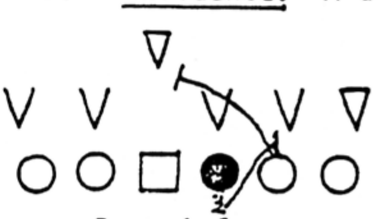
8. Turn Out. A technique where an OL blocks out on an adjacent DL or LB. An area technique is often needed to block both a DL and LB by two OL.

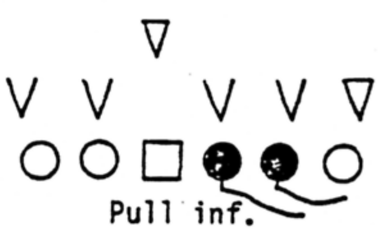


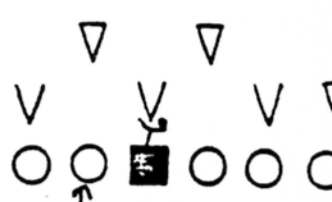




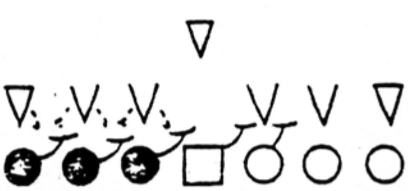
9. Influence. A designated type of movement utilized to deceive a defender.

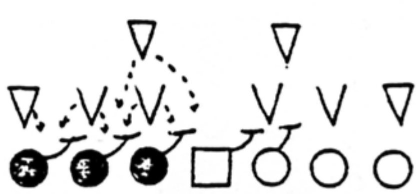

Pass inf.


Pull inf.

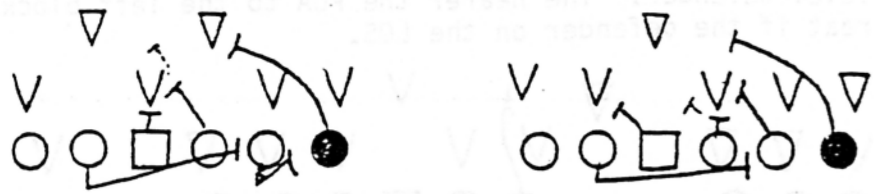

POA head inf.

10. Dumbo. An area block by offside linemen on short yardage plays.

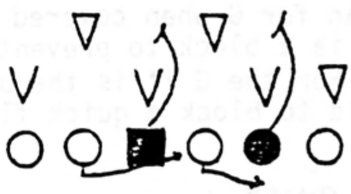




11. "I". A block by a TE on an inside LB covering the G or C. It is most often used in conjunction with an influence block by the T but may also be used in a 4-5 hole trap blocking scheme.



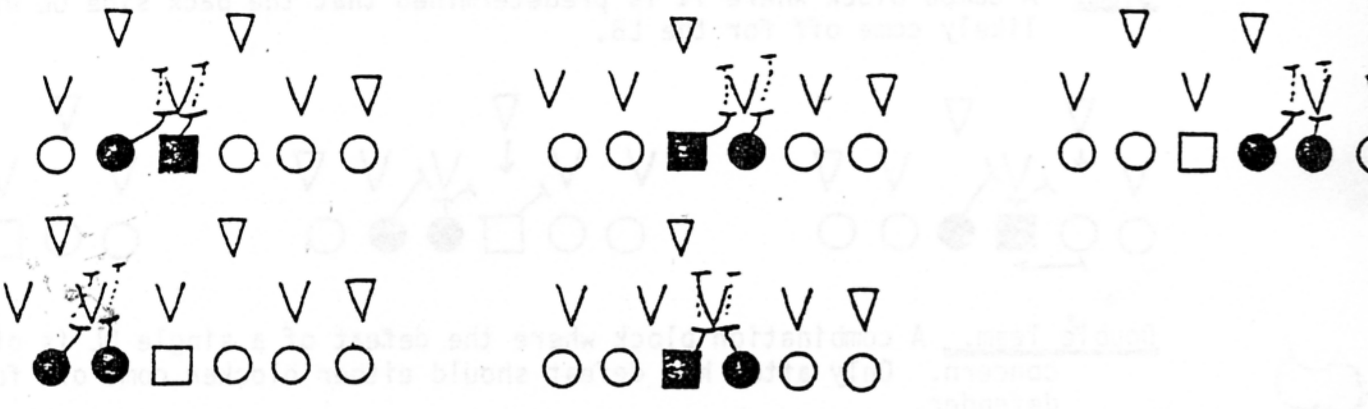
12. Circle. A block by a OL on an inside LB. The OL releases tightly around the DL covering him to block the inside LB flowing to the play.



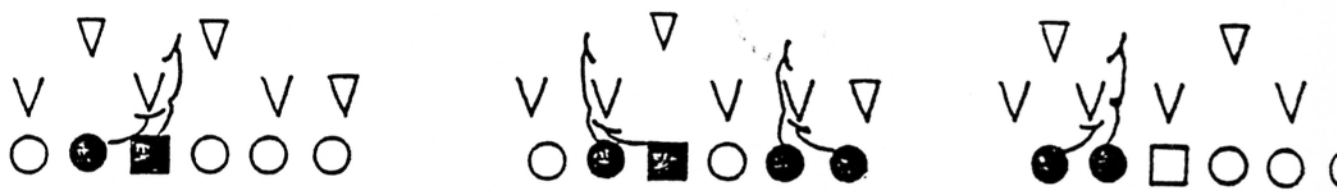
COMBINATION BLOCKING

Combination (Combo) Blocks. A man blocking pattern where two adjacent OL work together in a basic man blocking play in order to better facilitate the block for one or both OL. REMEMBER: At or near the POA the down lineman is more important than the LB. The farther from the POA the combo block takes place the more important the LB becomes. Combo blocks generally the best way to pick up stunting DL and LB.

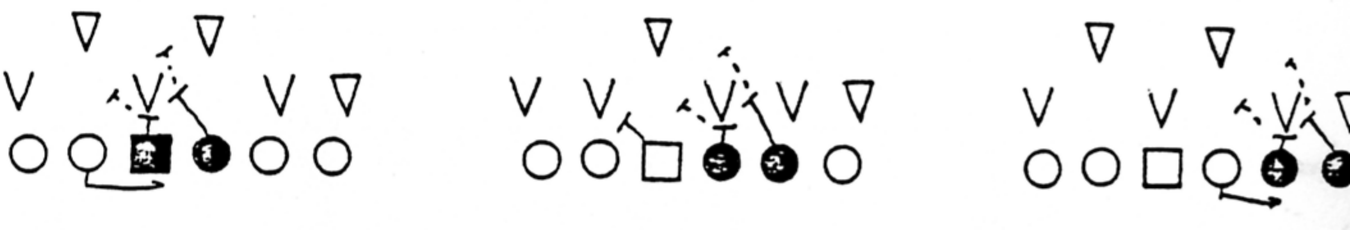
Plug. A plug is a combo block at the POA between two OL. The most onside covered by a DL and the other covered by a LB. The two OL begin a double team from the backside with the primary objective to remove the DL with a secondary responsibility for the LB. The OL should not think about leaving the DL to block the LB but should be prepared to block the LB when the DL leaves one of the OL.



Slip. A slip is a combo block removed from the POA between two OL - the most onside covered by a DL and the other covered by a LB. The frontside OL begins a drive block engaging the DL just enough to delay his flow to the play enough for the backside OL to engage the DL. Simultaneously with the backside OL's engagement with the DL the frontside OL should be releasing from the DL and preparing to block the LB. Several techniques are available to both OL and vary vs. different defenders.

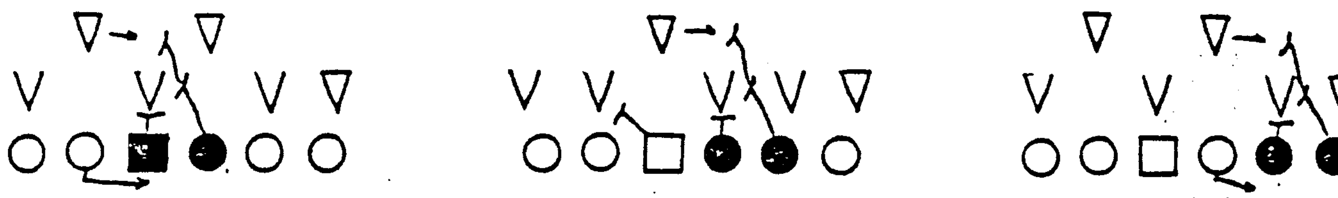


Mate. A mate is a combo block at the POA between two OL in which the backside of the two is covered by a DL. The frontside OL combo's with his teammate on that DL and a backside LB.

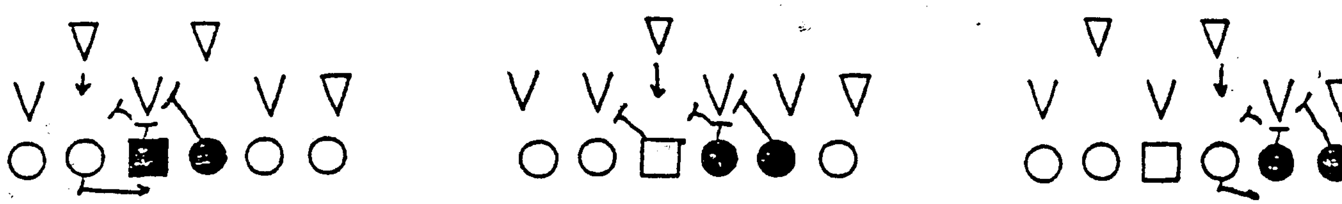


Generally the game plan, defender's alignment or some other factor will make it possible to predetermine which of the two OL should most likely come off the mate block for the LB. When this is possible the appropriate block is used rather than the mate block.

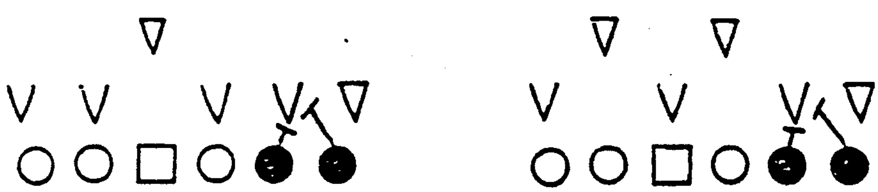
Rub. A combo block where it is predetermined that the front side OL will most likely come off for the LB.



Slam. A combo block where it is predetermined that the back side OL will most likely come off for the LB.



Double Team. A combination block where the defeat of a single DL is of primary concern. Only after his defeat should either blocker come off for a second defender.



EXCHANGE BLOCKING

Exchange blocking. This is a variation of normal man blocking where two (occasionally three) adjacent linemen switch their blocking assignments to obtain advantageous angles or to take advantage of the defenders reactions to specific type blocks.

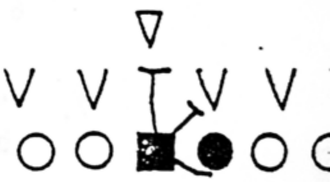
1. Fold. An exchange of assignments between a G & C where the C blocks back first and the G steps around for the MLB. The backside G is involved in the fold block. The term "over" would indicate the fold technique with the onside G.



0 hole fold

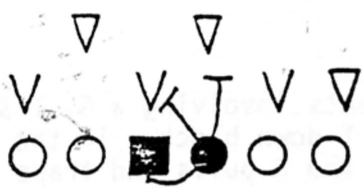


fold vs. offset

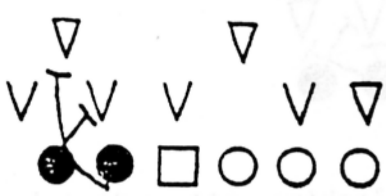


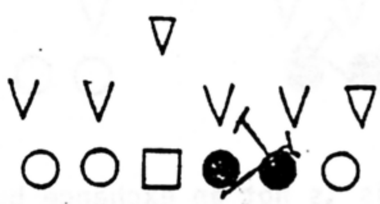
0 hole "over"

2. "C" Switch. An exchange of assignments between a G & C where the G blocks down first and the C steps around for a MLB.

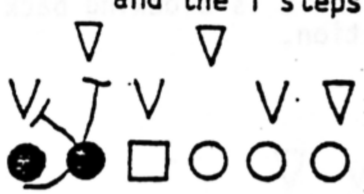


3. Tug. An exchange of assignments between a T & G where the T blocks down first and the G steps around for the LB or DL.

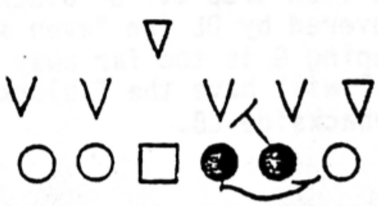


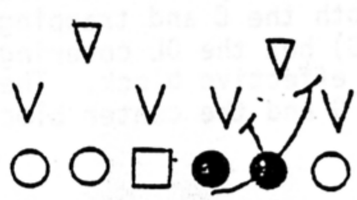


4. Gut. An exchange of assignments between a T & G where the G blocks out firs and the T steps around for the LB.

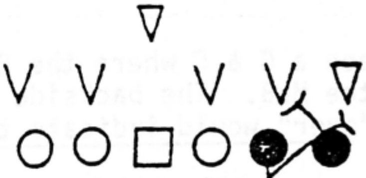


5. Tag. An exchange of assignments between a T & G where the T blocks down first and the G pulls to hook the DE covering the T. The T's block may be coordinated with the C's block on the MLB (odd-even).

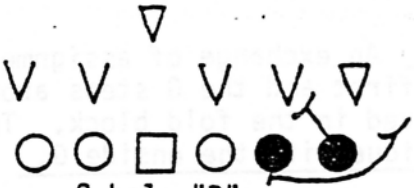




6. "B" An exchange of assignments between a T & Y in which Y blocks down first and T steps or pulls around for the LB. In a 6 hole "B" block the T steps for an inside out trapping position and either traps or logs the LB. In the 8 hole "B" block the T pulls for a hooking position on the LB.

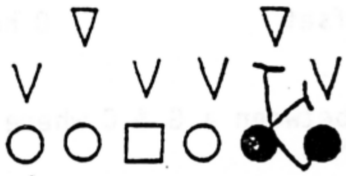


6 hole "B"

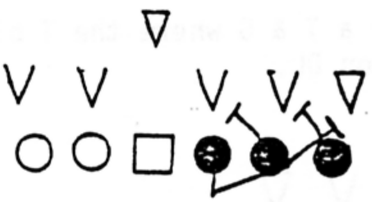


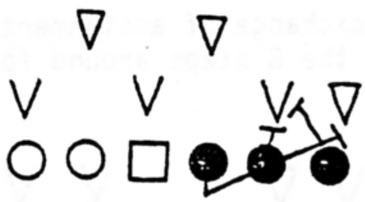
8 hole "B"

7. "B" Switch. An exchange of assignments between a T & Y in which the T blocks out first and Y steps around for the LB.

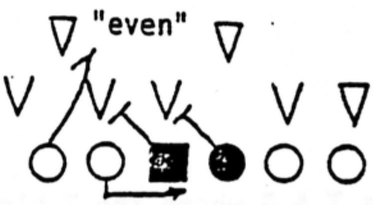


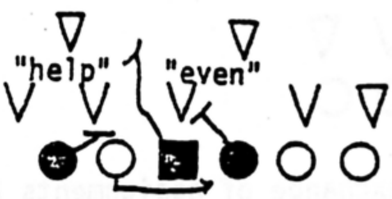
8. "A". A three player exchange of assignments involving a G, T & TE. If b the G & T are covered by DL both the T & Y down block. If the G is cove by a LB T & Y mate block. In both cases the G pulls and traps the defend covering Y.





9. Even. This is not an exchange but is a blocking pattern that involves two adjacent players. The "even" call is made by the C to the onside G on trap or "O" blocking plays when both the C and trapping G are covered by DL. The call lets the onside G know that the C is blocking back and that there will be no mate, rub or slam combination.



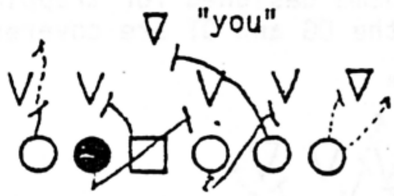


10. Help. A call made by the C to the backside T on trap or "O" blocking plays when both the C and trapping G are covered by DL (an "even situation with onside G) but the DL covering the trapping G is too far away for the C to make an effective block. The help call will have the T block the DL covering the G and the center blocking the backside LB.

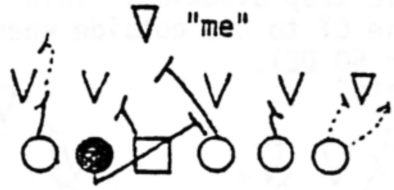
TRAP BLOCKING SCHEMES

When the term Trap is used it is understood that the OG away from the hole is the trapper. If another position is to be the trapper it will be designated in the play call, i.e., Tackle Trap or Y Trap.

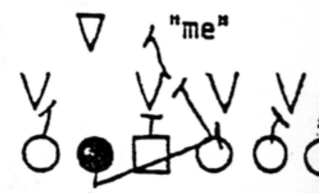
1. 0-1 hole trap blocking. In 0-1 hole trap blocking we intend to trap the first man past the center on the LOS. The trapper must be alert and prepared to trap any other defender that gets on the trapping course such as blitzing LBers or safetys.



Club Trap

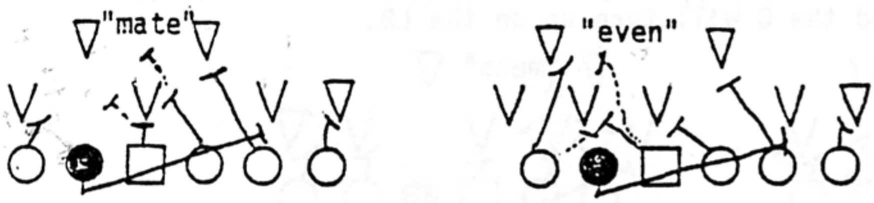


Ace Trap



Ace Trap

** If the onside OG is covered by a DL the OG must make a "you" or "me" call to his OT designating which of them is to block the MLB. The rationale for this call will be covered in meetings and may vary according to game plan.

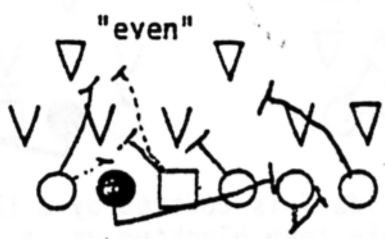


Trapping across a bubble

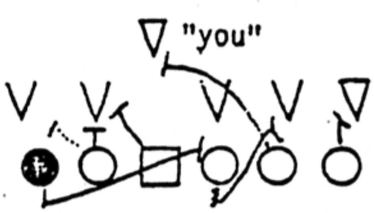
When neither OG is covered by a OL the C must make the most appropriate call to his onside G so that they may most effectively block the NT and backside MLB. When the trapping G and the C are both covered by DL the C must call "even" to his onside G to inform him that the C is blocking back.

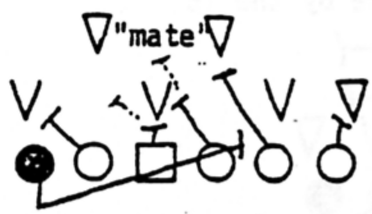
2. 0-1 hole influence trap blocking (an alternate scheme to be used when trapping across a bubble).

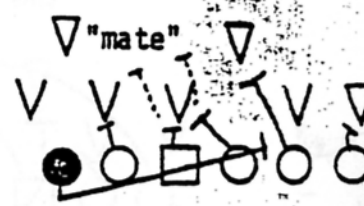




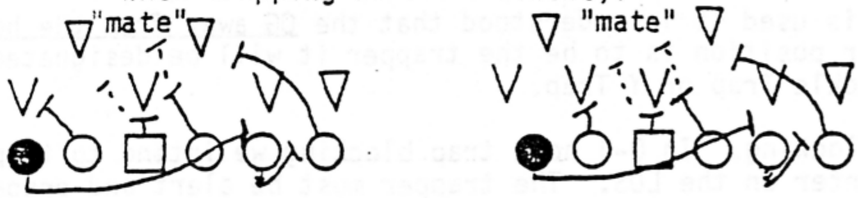
3. 0-1 hole tackle trap blocking.



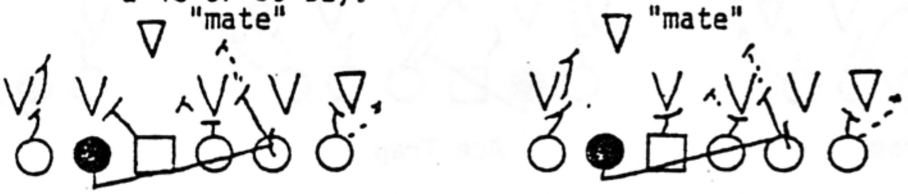




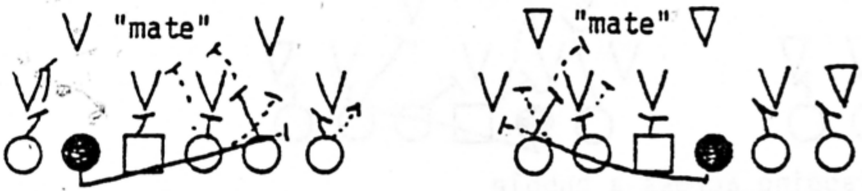
4. 0-1 hole tackle influence trap blocking (an alternate scheme to be used when trapping across a bubble).



5. 4-5 hole trap blocking. This is a scheme designed for trapping the first DL from the OT to his outside when both the OG and OT are covered by DL (trappi a 43 or 50 DE).

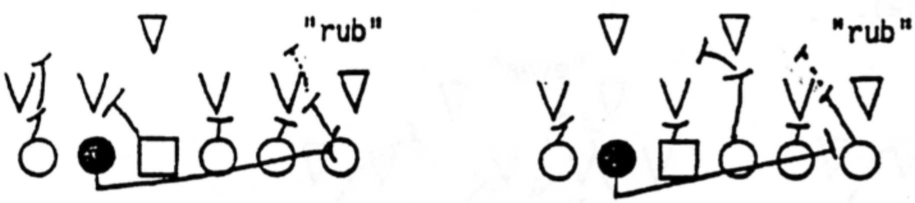


When trapping into a 5 or 7 defense an area blocking situation between a back (or TE) and the trapping G takes place. If the DE closes extremely hard he must be trapped by the G otherwise the back (or TE) will block the DE and the G will turn up on the LB.



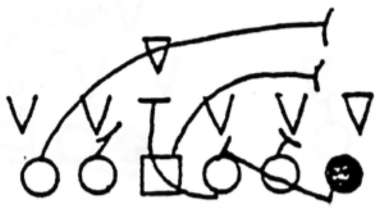
If the onside G is covered by a LB the trap scheme will revert to one of the 0-1 hole trap schemes or a man blocking pattern as per game plan.

6. 6-7 hole trap blocking. This is a scheme designed for trapping the defender covering a TE when the OT is covered by a DL.

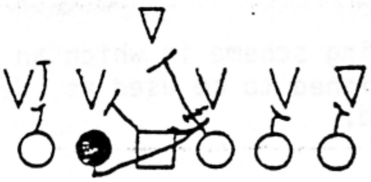


If the onside T is covered by a LB (7 defense) the blocking reverts to the 4-5 hole trap blocking vs. a 7 front.

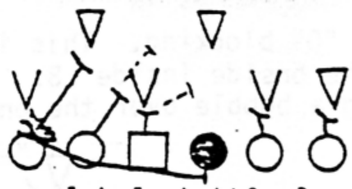
7. 4-5 hole Y trap. This is a scheme designed for trapping the 43 DT from the outside by the TE



8. Log. A log is usually the result of a trap in which it is impossible to get inside out position on the defender and the trapper turns upfield to block the defender to the inside with the inside on "wrong" shoulder.



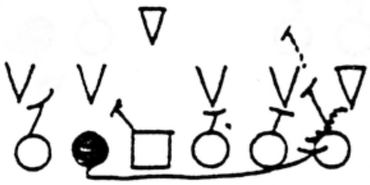
0 hole log



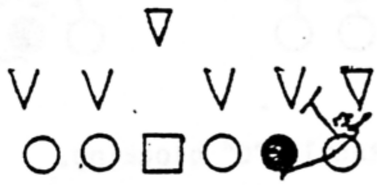
1 hole bubble log



4 hole log



6 hole log



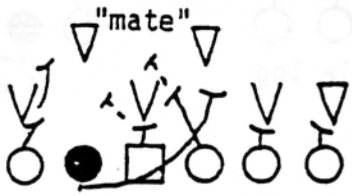
6 hole "B" log

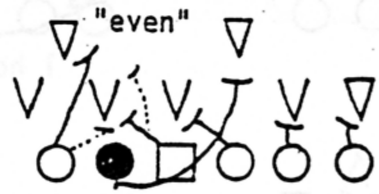


"A" log

"O" BLOCKING SCHEMES

1. 0-1 hole "O" blocking. This is a blocking scheme in which an off guard blocks the onside inside LB. It is designed to be used vs. defenses featuring a bubble over the onside guard.

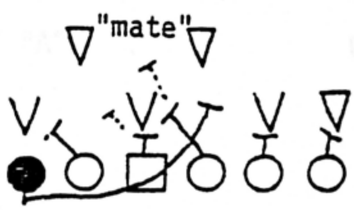


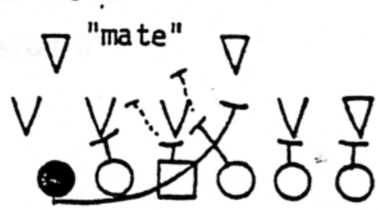


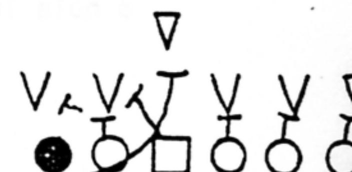


vs. 43 (fold)

2. 0-1 hole tackle "O" blocking.



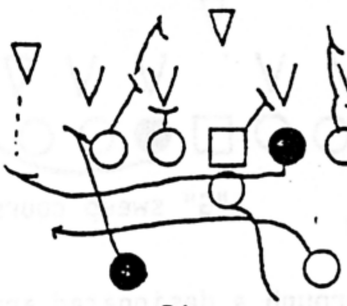




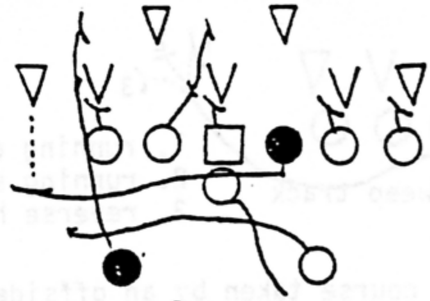
vs. 43

BIM BLOCKING

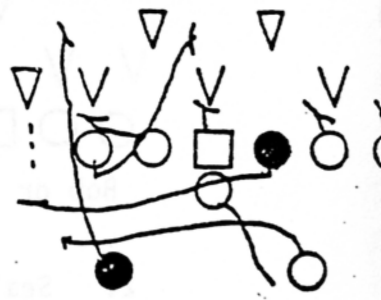
6-7 hole Bim Blocking. A bim blocking play is designed to get the off guard leading the play and either hooking or trapping the OLB. The near RB blocks the DL covering the OT though he must often combination block ("bat") with the OT for the DL and near MLB when there is a bubble over the near OG.



Bim

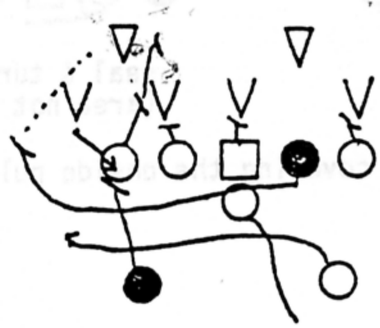


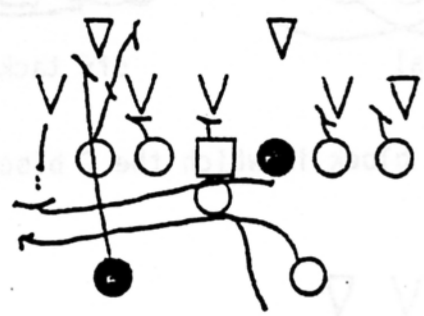
Bat



Bat with gut inf

When bim blocking into a 5 or 7 defense an area blocking situation between a back and the pulling G takes place. If the DE closes extremely hard he must be knocked in by the back; if the DE plays upfield the back leads through for the LB. The pulling G must be prepared to locate an inside LB scraping outside or a DE who should be cut/hooked.

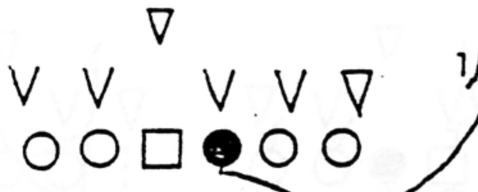




When running bim blocking toward a TE the blocking remains the same as above with Y releasing outside for the strong safety.

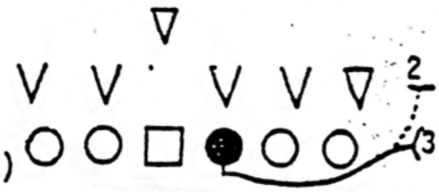
SWEEP BLOCKING

1. Track. The course taken by a G or T when pulling for the force man on sweeps or tosses. Blocking techniques include the running shoulder, running hook and reverse hip blocks.



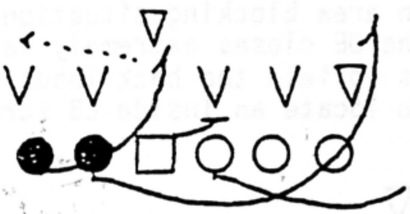
Bob or "F" sweep track

1. running cut (hook)
2. running shoulder
3. reverse hip or trap

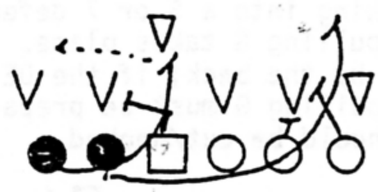


"G" sweep course

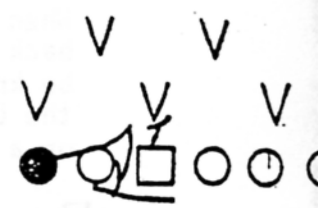
2. Seal. A course taken by an offside G or T through a designated area generally turning upfield and blocking back to the inside to cut off a pursuing DL, LB or DB.



sweep seal

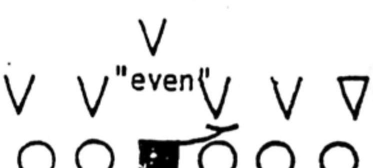


off tackle seal

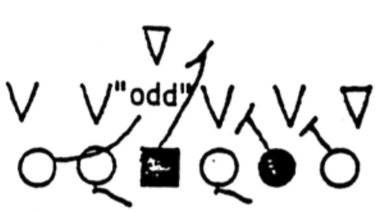


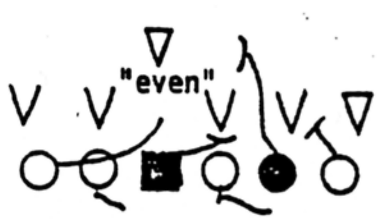
seal & turn ba
(area not threa

3. Reach. A block in which the C blocks the DT covering the onside pulling G.



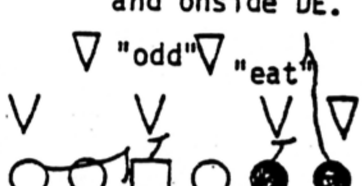
4. Odd-Even. Two different blocking patterns between the C and onside T in whi they block the MLB and onside DT. The C makes the determining call.

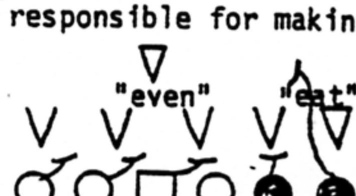




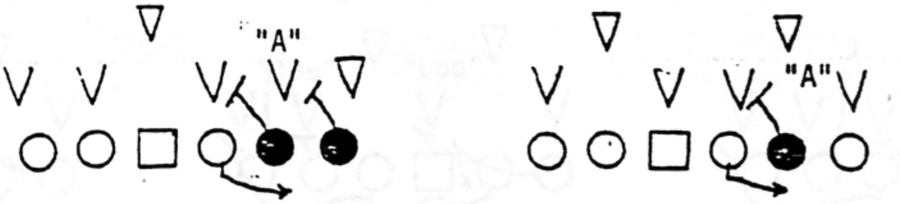


5. Eat. An assignment change between the onside T & Y when blocking the MLB and onside DE. The T is responsible for making the call.





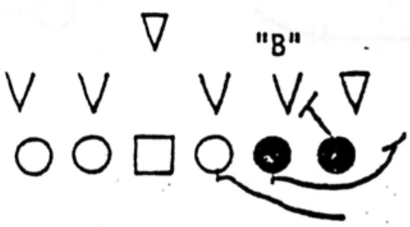
6. Down. A term indicating that the onside T and/or Y is blocking on a DL covering an adjacent OL to the inside. Blocking techniques include a shoulder and reverse shoulder block. The T will make an "A" call to Y to eliminate any doubt in Y's mind as to T's intentions.



7. Man or "M". The blocking pattern of the T & Y on F & G sweeps. The call is the responsibility of the T to eliminate any doubt in Y's mind as to T's intentions.



8. "B". A blocking pattern between a T & Y in which Y blocks down first and T pulls for a hooking position on the LB. The T make the "B" call to Y when the DE is too wide to "M" block with a hook technique.

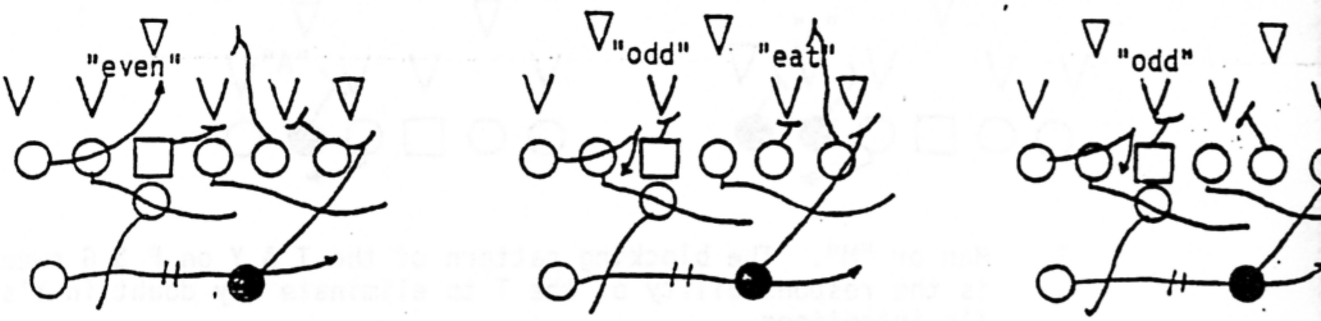


9. Tag. A blocking pattern between G & T in which T blocks down (odd-even) in conjunction with C and G pulls to hook the defender coering T.

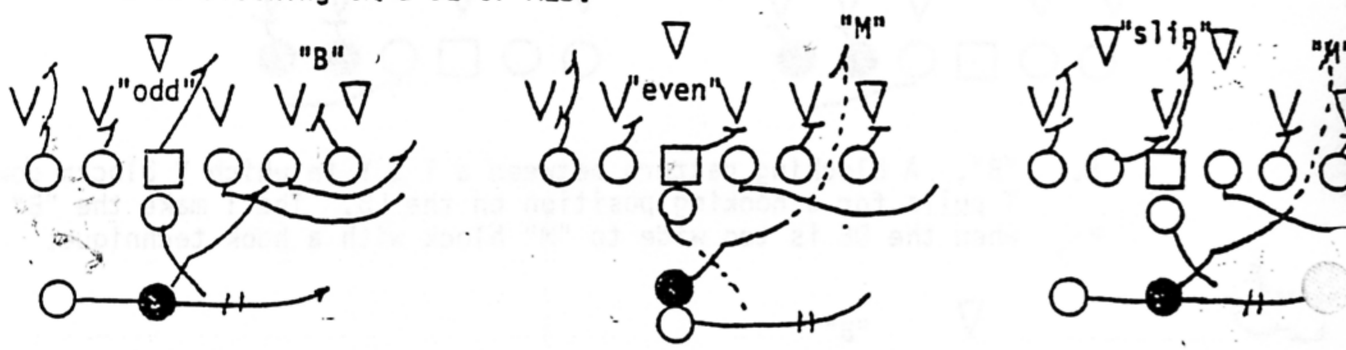


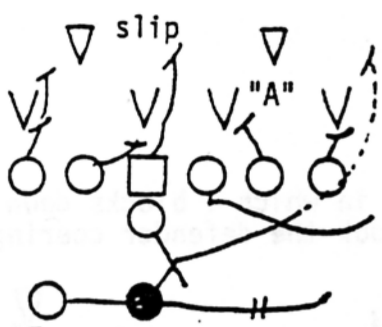
SWEEP BLOCKING SCHEMES

1. Bob Sweep. A bob block refers to a back blocking on a backer (in realit, a back blocking the defender covering Y.) The remainder of the blocking involves the proper execution of the appropriate sweep blocking techniques.



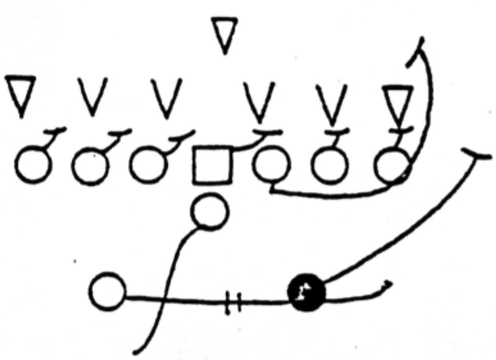
2. "F" or "G" Sweeps. In these sweeps the FB generally replaces the onside G in blocking on a DL or MLB.

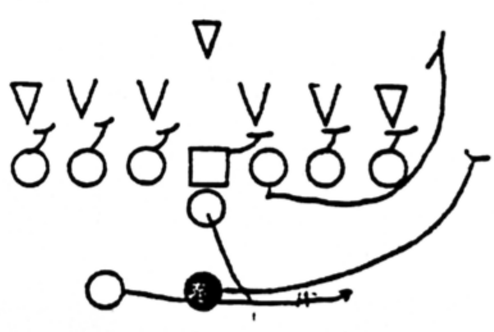




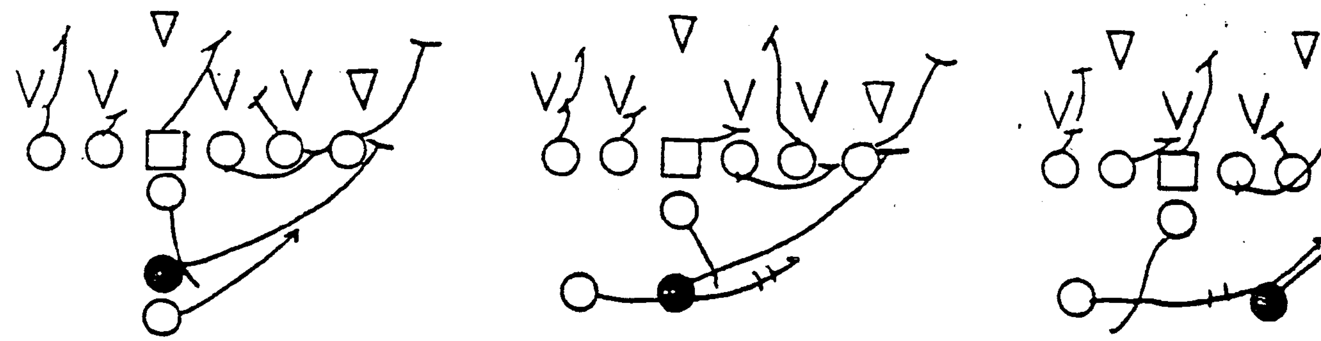
F or G sweep vs. 7 hook

3. Boss Sweep. A boss block refers to a back blocking on a secondary support defender, usually the strong safety, occasionally a corner. Other players (G or Y), in effect, swap assignments with the FB.

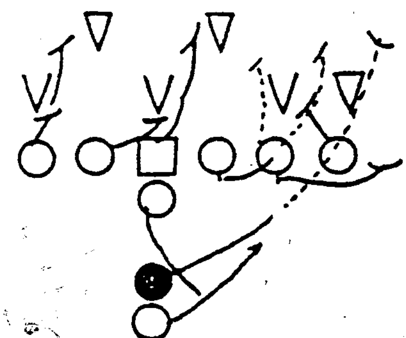




4. Bob Hand Off Sweep. A sweep scheme where FB executed a bob block, Y an outside release for the SS and the onside G a tag block.

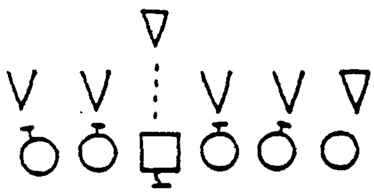
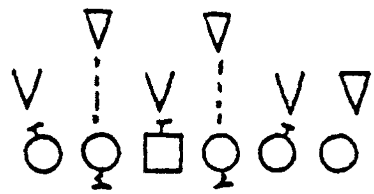
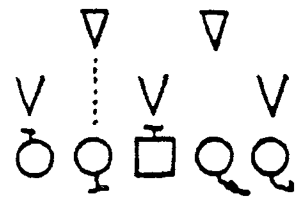


5. "B" Hand Off Sweep. A sweep scheme where FB blocks the SS, T & Y execute an 8 hole "B" block and the onside G "if" blocks the LB covering him.

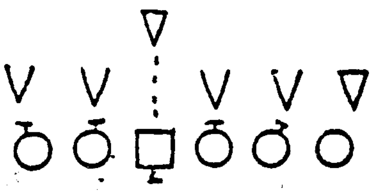
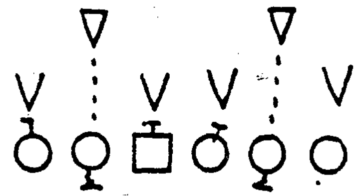
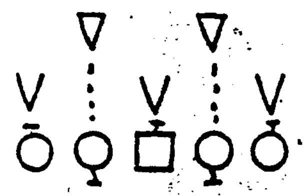


PASS PROTECTION TERMS

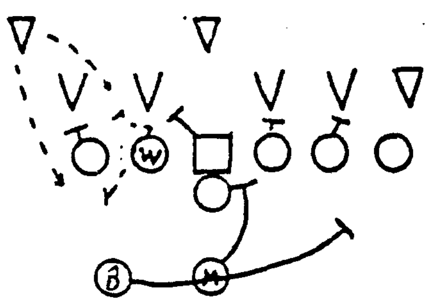
1. Base. Base protection is that in which the five OL block the four DL and MLB or the 3 DL and 2 MLB's.

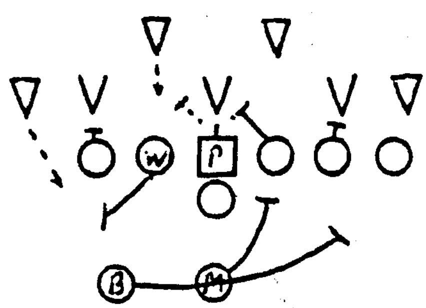
2. Area or zone protection. A protection in which the OL are responsible for blocking the man covering them. Usually a RB, TE or the QB is responsible for any DL who is not covering an interior OL.

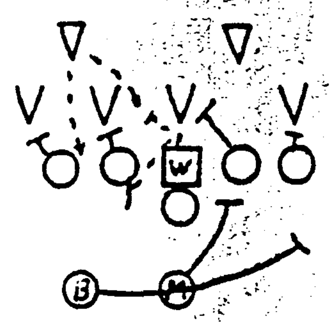
3. Slide Protection. A form of protection, generally used in 0-1 hole pla pass protection in which protection responsibility slides away from the hole called.



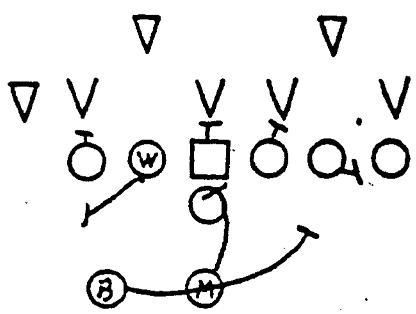
0 hole slide vs. 43



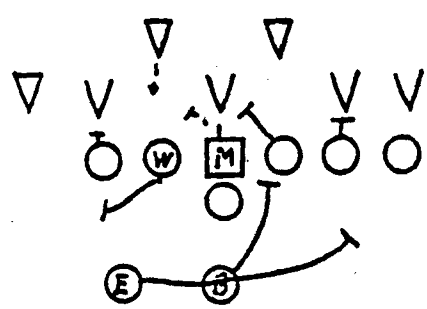
0 hole slide vs. 24



0 hole slide vs. 2

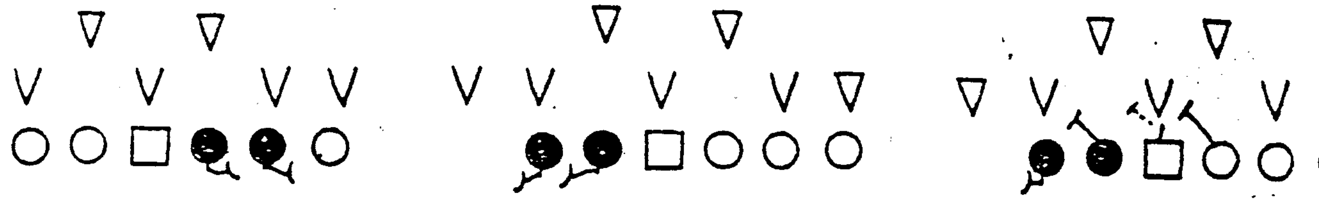


0 hole slide vs. 57



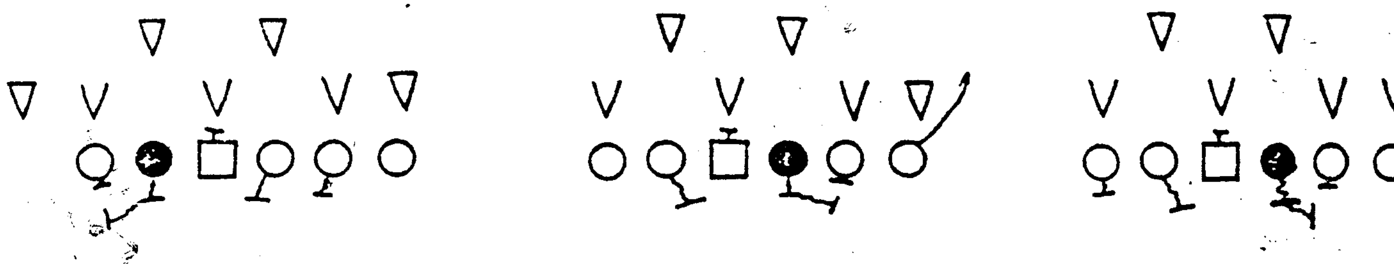
0 hole slide vs. 53

4. Open blocking. A technique in base protection in which an OL blocks the DL covering the adjacent OL to the outside. The open technique may also be us[ed] for OLB pickup in a slide protection.

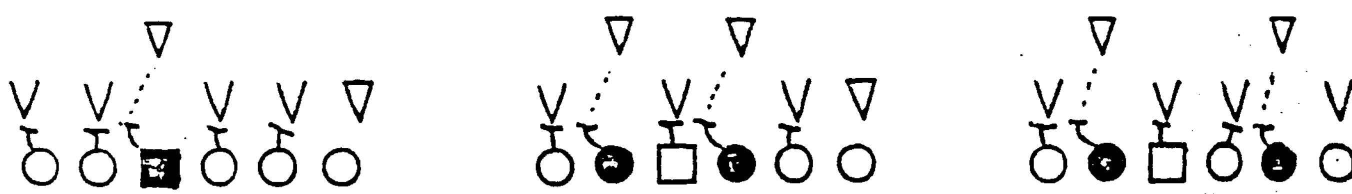


vs. 53 vs. 23 0 hole slide vs. 34 optional blocking

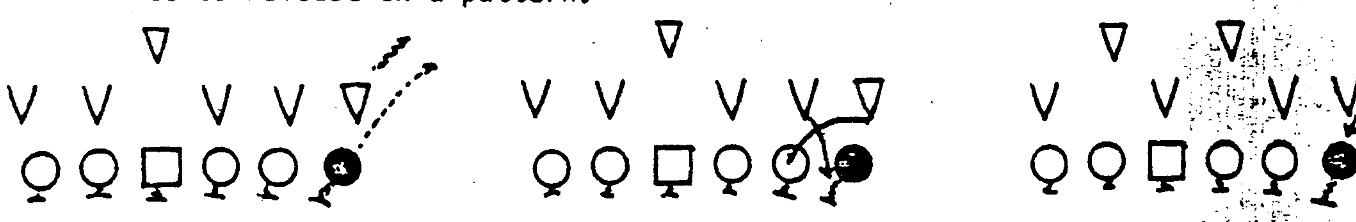
5. Double Read (Rip-Liz). A technique in which an OL, usually a G, is respons[ible] for the LB covering him and the LB or DL outside on the LOS. If the coveri[ng] LB should blitz the OL must block him and no longer has responsibility for the second defender. Rip is a term to describe this technique on the right side and Liz to the left.



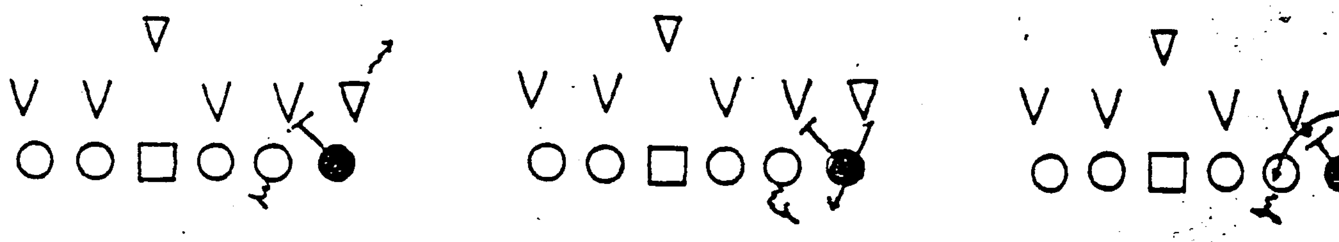
6. Snuggle. A technique, generally used in man blocking play pass protection, in which an OL covered by a LB steps onside to assist his adjacent OL (similar to the first step of a plug) but still is responsible for his LB.



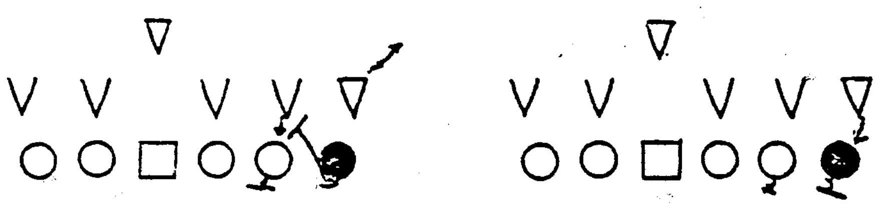
7. Slow. A pass protection technique by a TE where he is responsible for the defender covering him. The T & Y must be prepared to area block a cross blitzing LB and DE. If the defender is a LB and does not blitz, Y is free to release on a pattern.

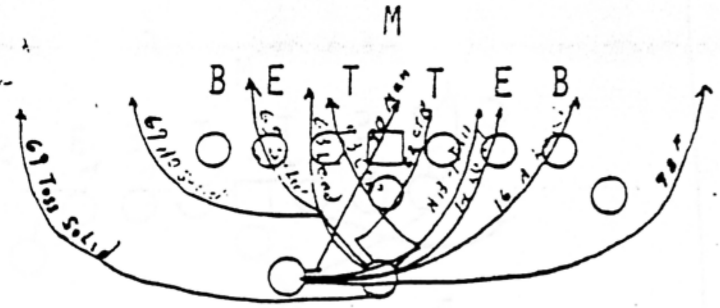


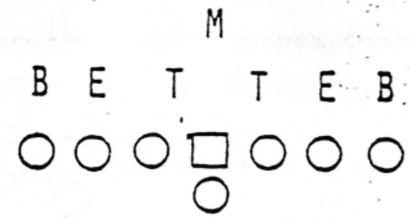
8. Strike. A pass protection technique by a TE where he is responsible for a LB covering him. The TE drives for the legs of the DE covering the T on the snap of the ball and the tackle is responsible for the LB if he shou blitz.

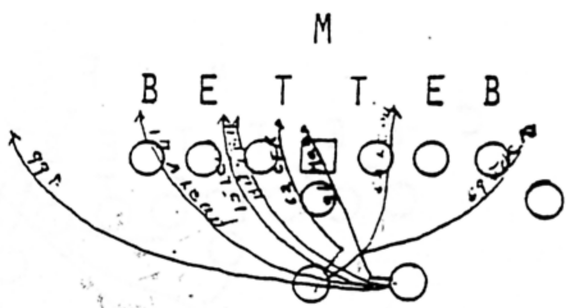


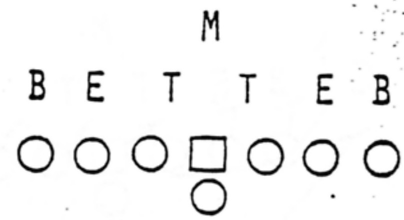
9. Slow-help. A pass protection technique by the TE where he performs the initial slow block technique and if BLB is not blitzing Y immediately executes a double team down block on the DE driving him into the center of the line. Y must block the DE above the waist and preferably just below the shoulder pads.

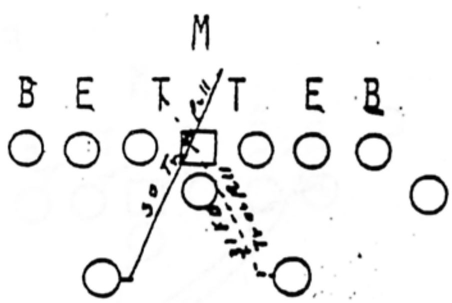


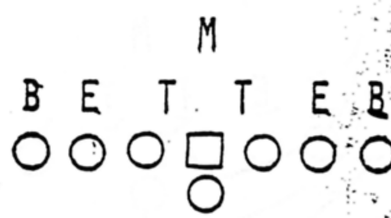

M
B E T T E B
69 Toss Solid

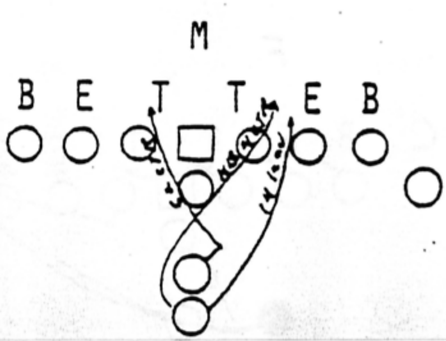

M
B E T T E B

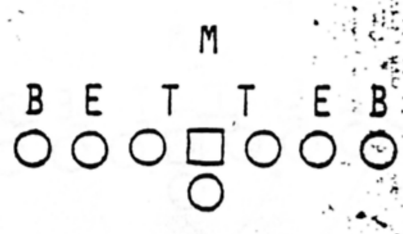

M
B E T T E B


M
B E T T E B

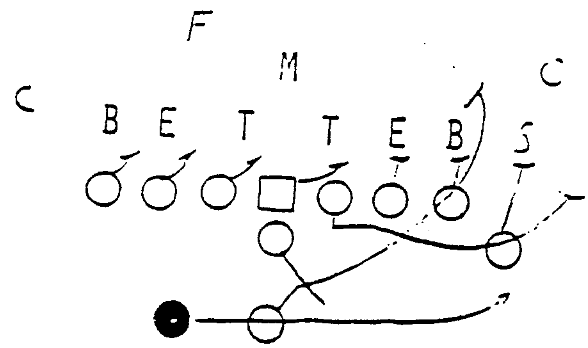

M
B E T T E B


M
B E T T E B

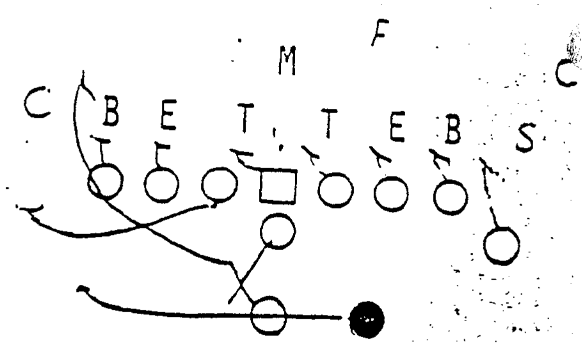

M
B E T T E B


M
B E T T E B

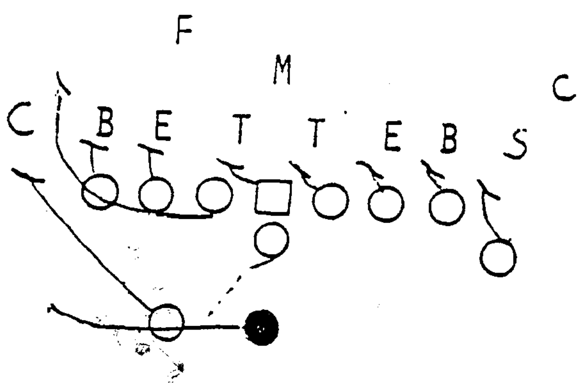
98 F



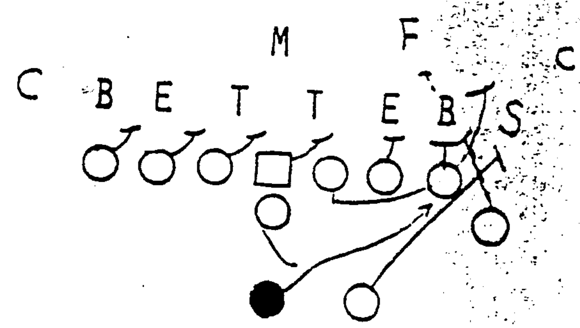
99 F



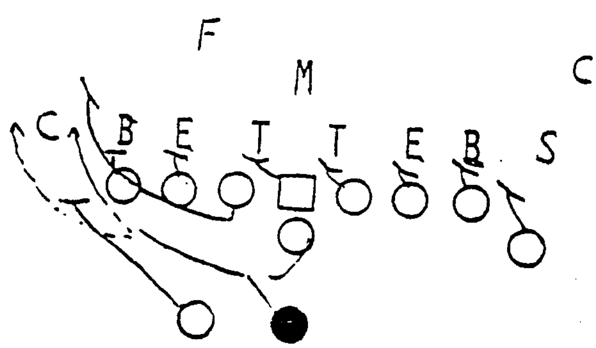
69 TOSS SOLID



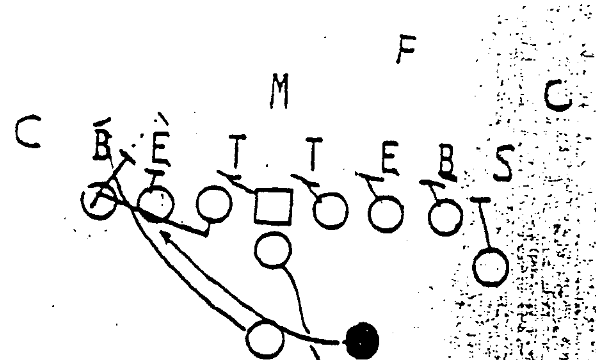
68 JACK



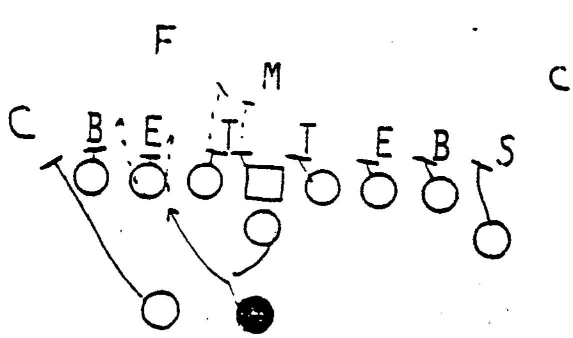
69 H.O. SOLID



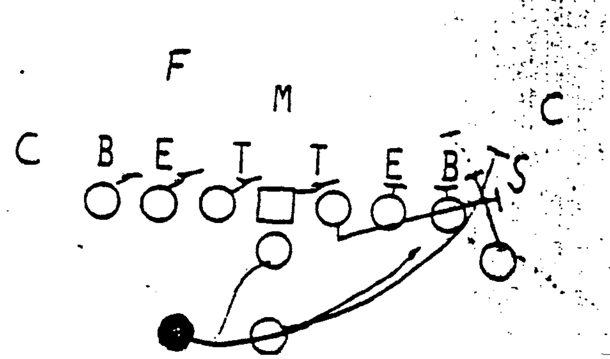
17 A LEAD



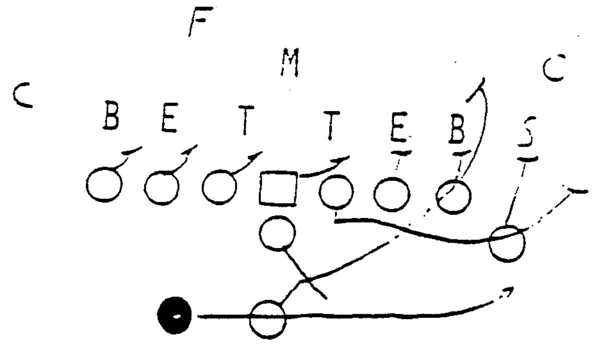
65 SOLID



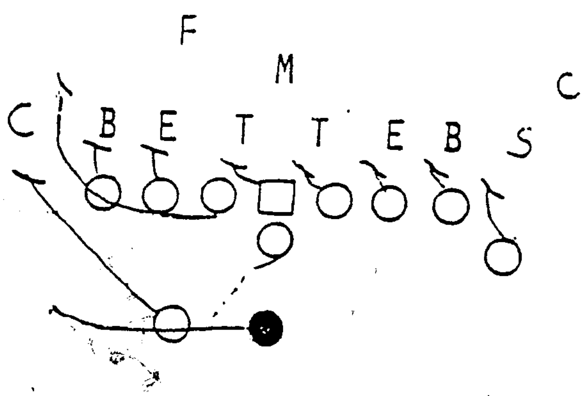
16 A LEAD



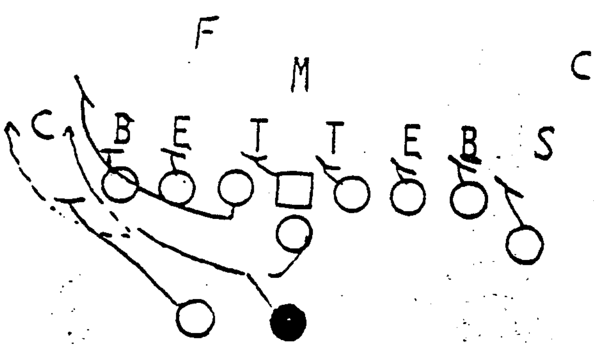
98 F



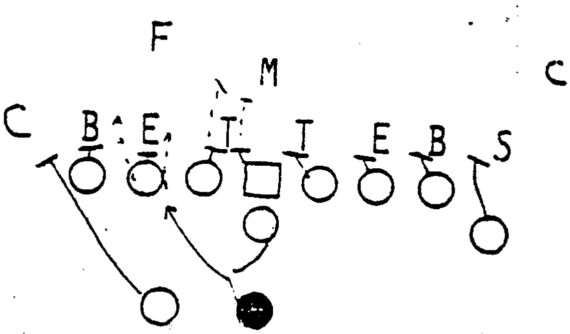
69 TOSS SOLID



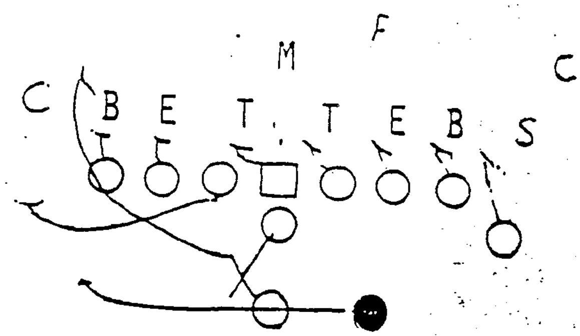
69 H.O. SOLID



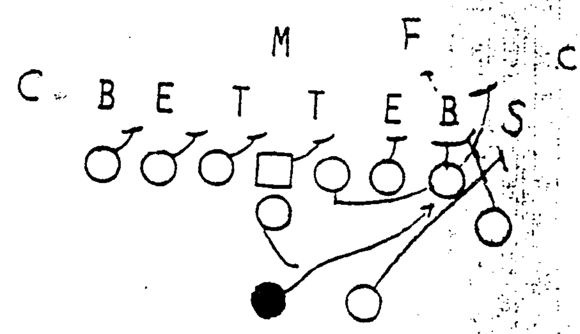
65 SOLID



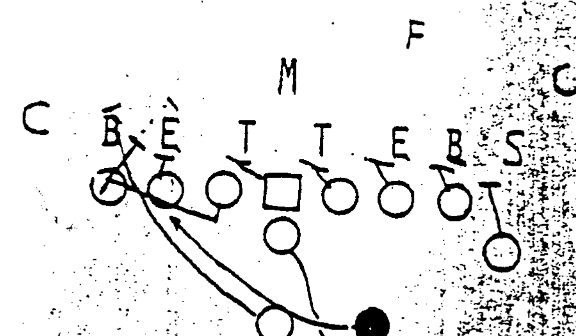
99 F



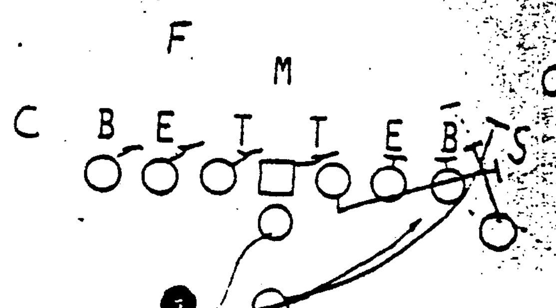
68 JACK



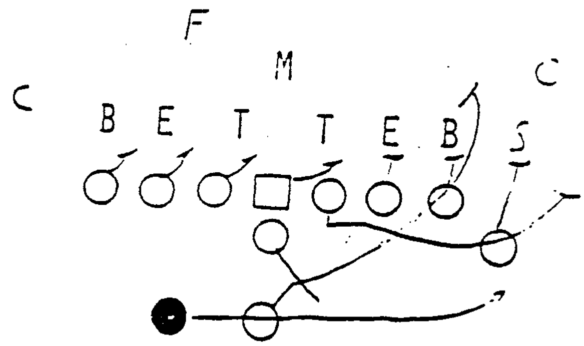
17 A LEAD



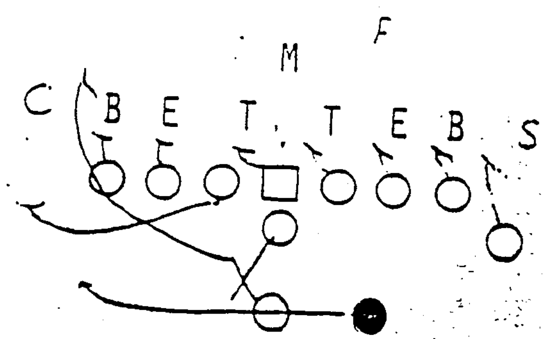
16 A LEAD



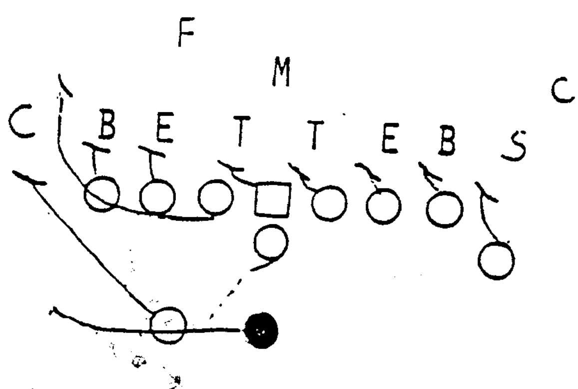
98 F



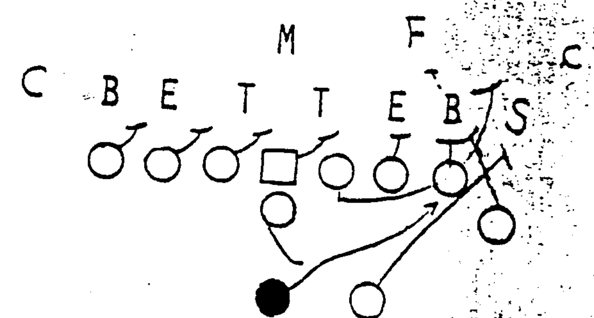
99 F



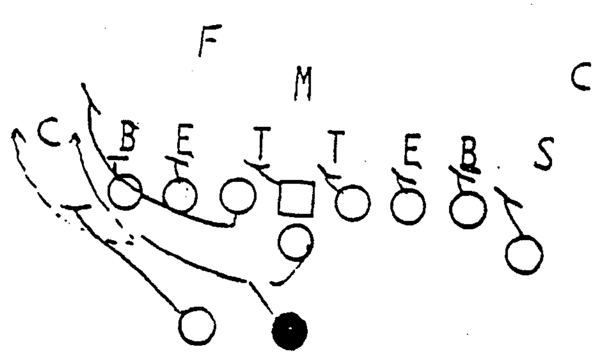
69 TOSS SOLID



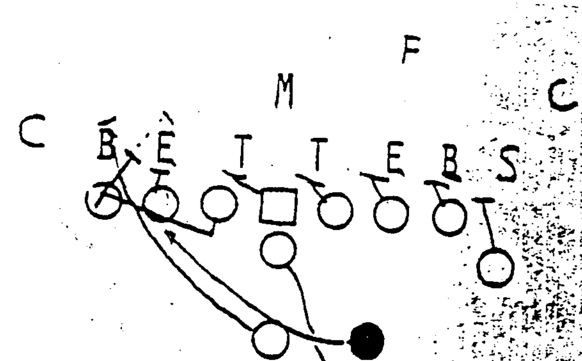
68 JACK



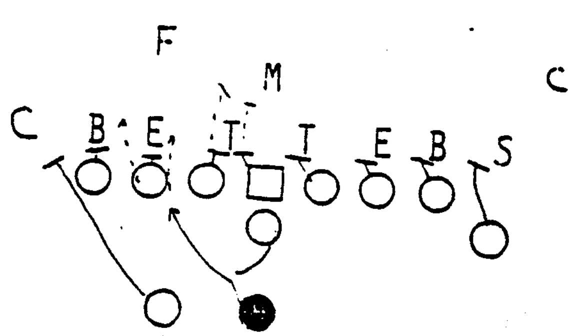
69 H.O. SOLID



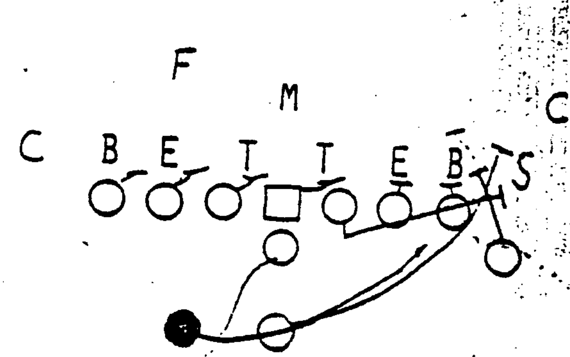
17 A LEAD



65 SOLID



16 A LEAD

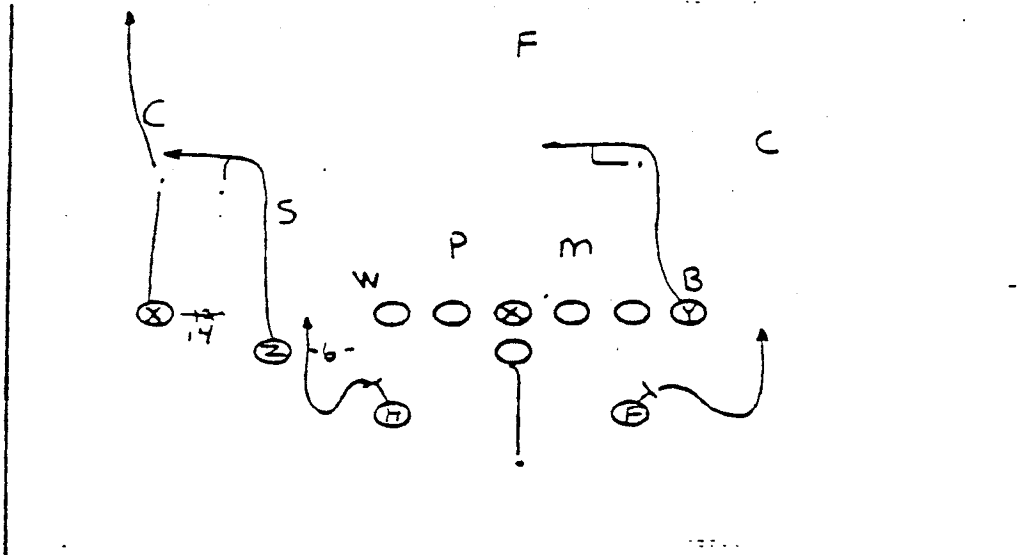


PLAY: 24-25 SLOT OUT

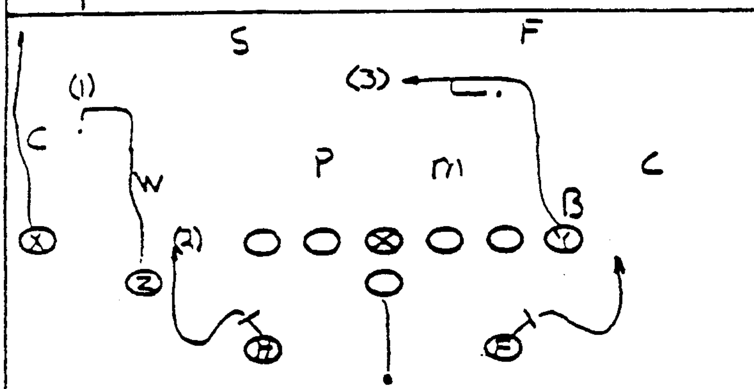
FORMATION: RED SLOT

PROGRESSION: SLOT-HB-TE
Y-FB-HB

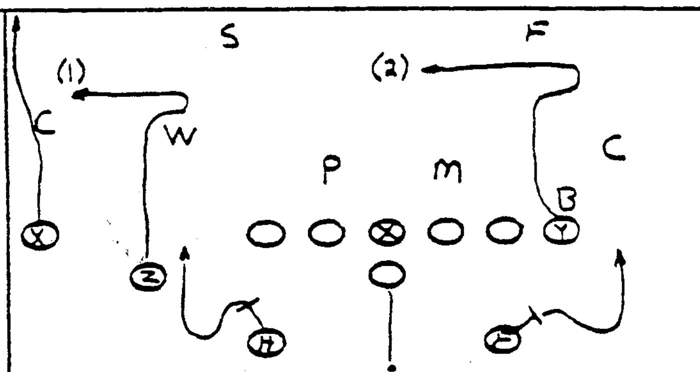
COMMENTS:
Good man to man ... SS ...
going



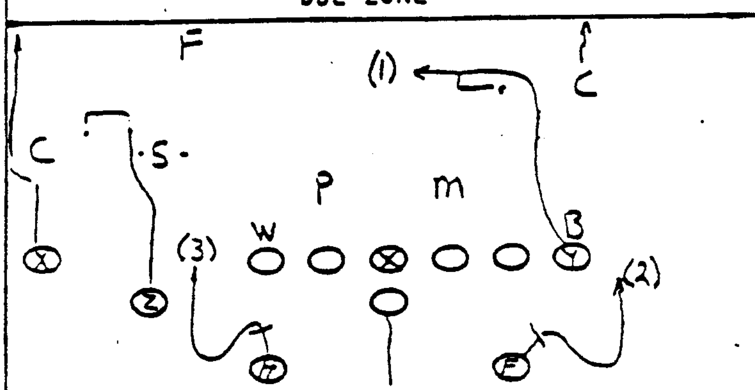
QB	5 QUICK STEPS - SIT
X	12 YD. SPLIT CLEAR - ALERT DBL ZONE/PRESS
Z	6 YD. SPLIT - OUT PATTERN/SET DOWN VS. DEFENDER OUTSIDE
Y	1½ YD. SPLIT BASIC CROSS - ALERT - PIVOT OUT
HB	CHECK W - M PATTERN ALERT WHAM CALL
FB	CHECK - M PATTERN



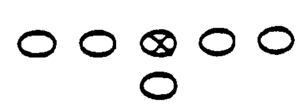
DBL ZONE



DBL MAN



PRESS



PLAY: 24-25 BACKS ARROW

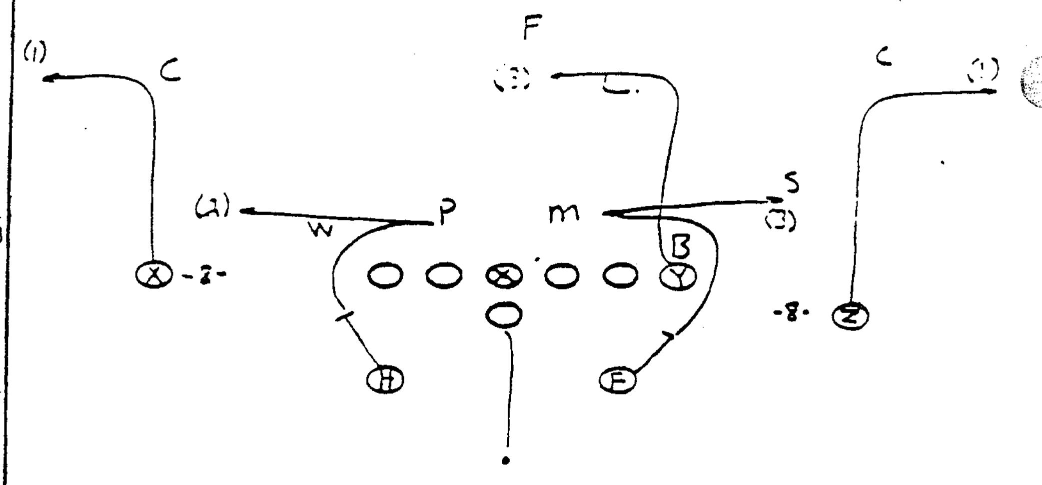
FORMATION: RED

PROGRESSION: SAM, X-HB-Y
DBL, Y-FB-HB

COMMENTS:

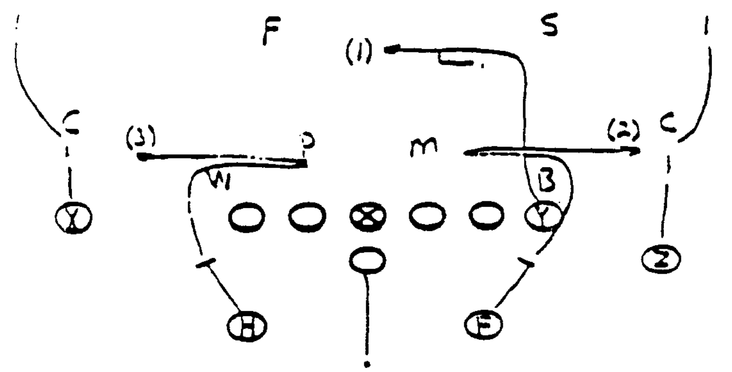
ALERT TE PIVOT OUT

Good vs [illegible] under [illegible] on cross pattern

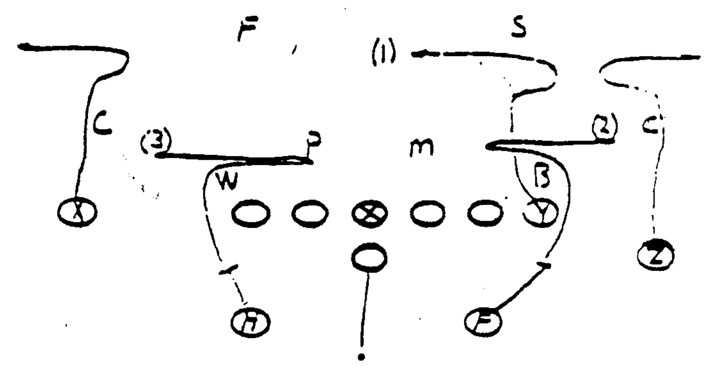


5 QUICK

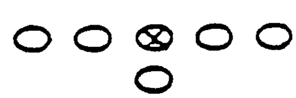
QB	5 QUICK STEPS - TIMED THROW - VS. TIGHT END 5 BIG STEPS SIT
X	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE) ALERT DBL MAN - ALERT DBL ZONE
Z	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE)
Y	1 1/2 YARD SPLIT - INSIDE RELEASE - CROSS PATTERN - ALERT DBL MAN/ZONE - 12 YARD DE
HB	CHECK W - ALERT WHAM CALL - ARROW PATTERN To G-T Gap
FB	CHECK B - ALERT WHAM CALL - ARROW PATTERN To G-T Gap

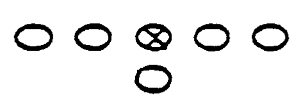


VS. DBL ZONE



VS. DBL MAN





PLAY: 24-25 BACKS CROSS

FORMATION: RED, RED SLOT

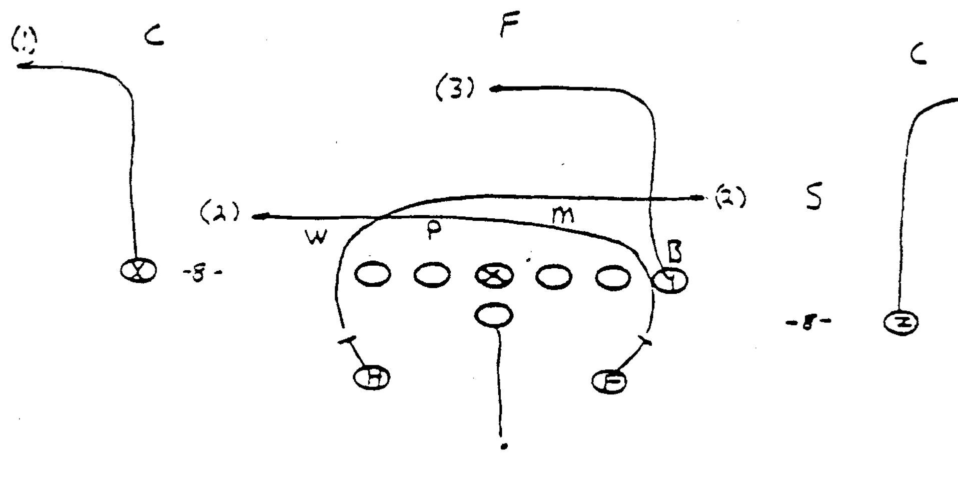
PROGRESSION: SAM, X-FB-Y
DBL, Y-FB-HB

COMMENTS:

ALERT TE PIVOT OUT

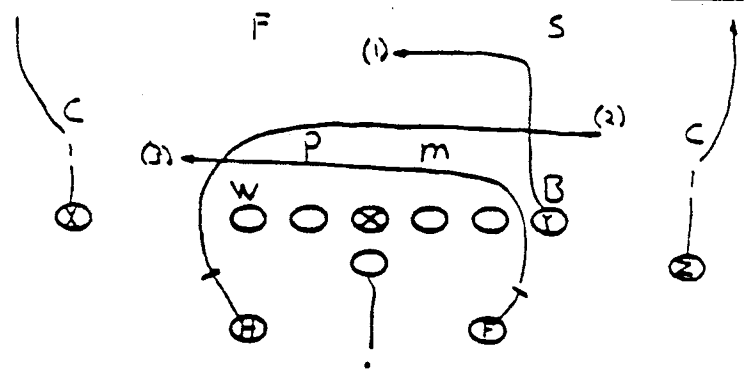
[illegible] vs [illegible]

man - lead
Zone - X - Y

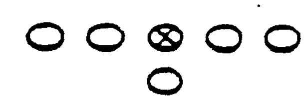


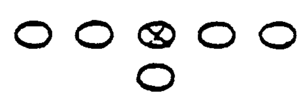
5 QUICK

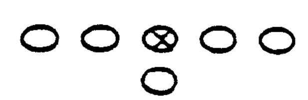
QB	5 QUICK STEPS - TIMED THROW - VS. TIGHT END 5 BIG STEPS - SIT
X	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE) ALERT DBL MAN - ALERT DBL ZONE
Z	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE)
Y	1½ YARD SPLIT - INSIDE RELEASE - CROSS PATTERN - ALERT DBL MAN/ZONE - 12 YARD DE
HB	CHECK W - ALERT WHAM CALL - CROSS PATTERN on Top @ 4yd
FB	CHECK B - ALERT WHAM CALL - CROSS PATTERN underneath @ 2yd



5 Big VS. DBL ZONE







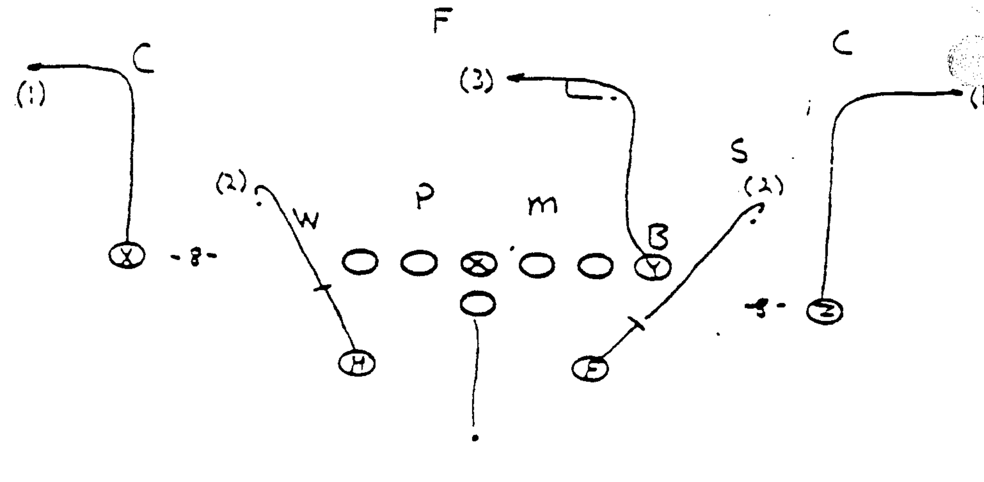
PLAY: 24-25 BACKS HOOK
Like 030
FORMATION: RED

PROGRESSION: SAM, X-HB-Y
DBL Y-FB-HB

COMMENTS:

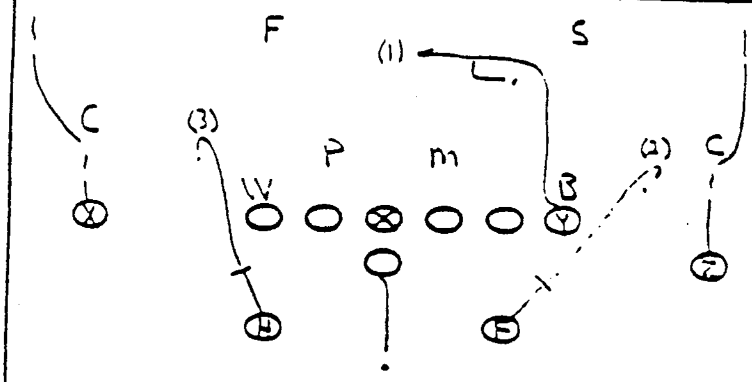
ALERT TE PIVOT OUT

Vs Zone w/ [illegible]

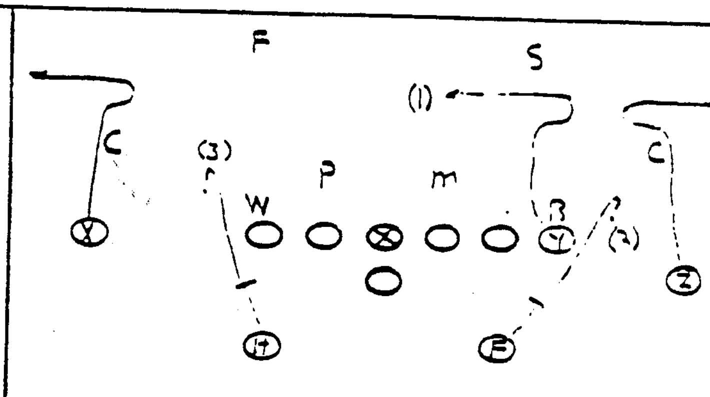


5 QUICK

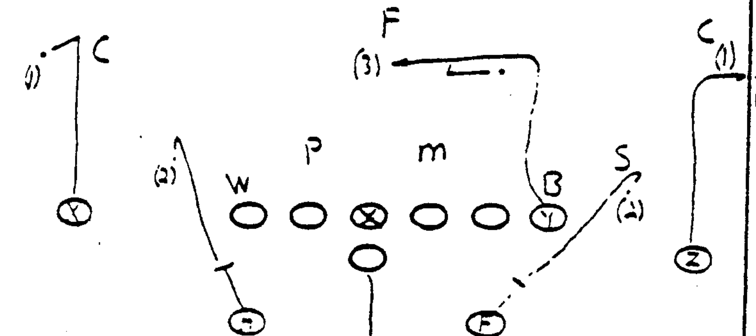
QB	5 QUICK STEPS - TIMED THROW - VS. TIGHT END 5 BIG STEPS SIT
X	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE) ALERT DBL MAN - ALERT DBL ZONE
Z	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE)
Y	1½ YARD SPLIT - INSIDE RELEASE - CROSS PATTERN - ALERT DBL MAN/ZONE - 12 YARD DEPT.
HB	CHECK W - ALERT WHAM CALL - HOOK PATTERN @ 4 yd. Run at inside shoulder of W.
FB	CHECK B - ALERT WHAM CALL - HOOK PATTERN @ 4 yd.



5 Rise Sit VS. DBL ZONE

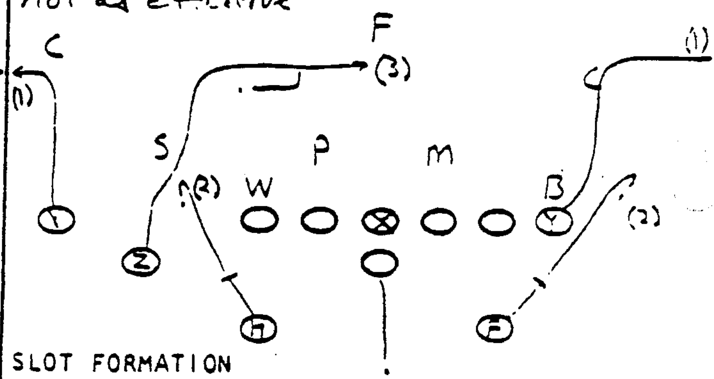


VS. DBL MAN



INTO SIDELINE

Not as effective



SLOT FORMATION

PLAY: 324 (5) DOUBLE QUICK OUT AUDIBLE

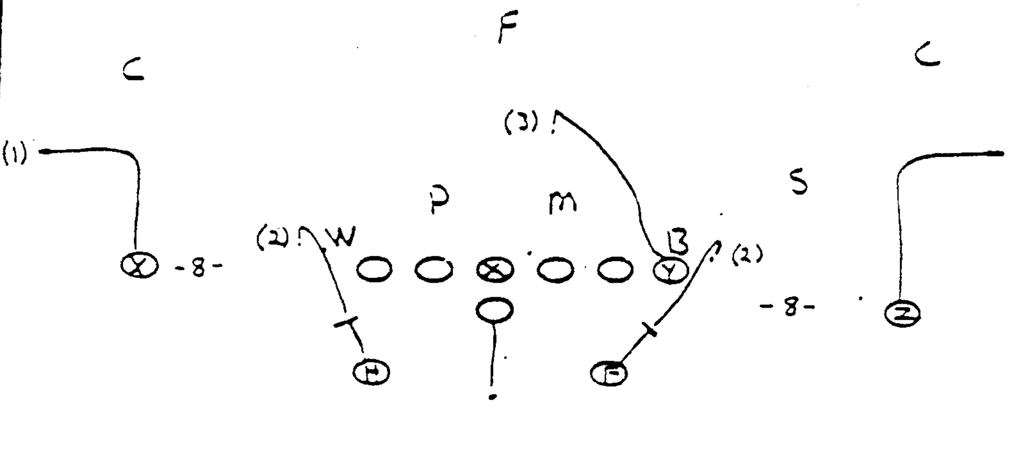
FORMATION: RED RIGHT (LT)

PROGRESSION: X-HB-Y
OR
Z-FB-Y

COMMENTS:

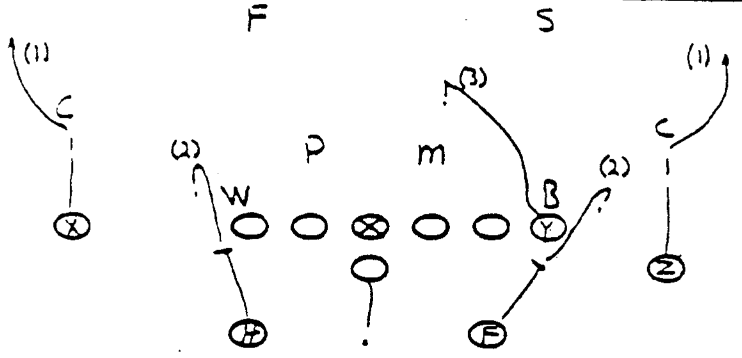
WE WILL RUN THIS PLAY ONLY WHEN GIVEN TO US.

QB PICKS A SIDE BEFORE THE SNAP OF THE BALL.

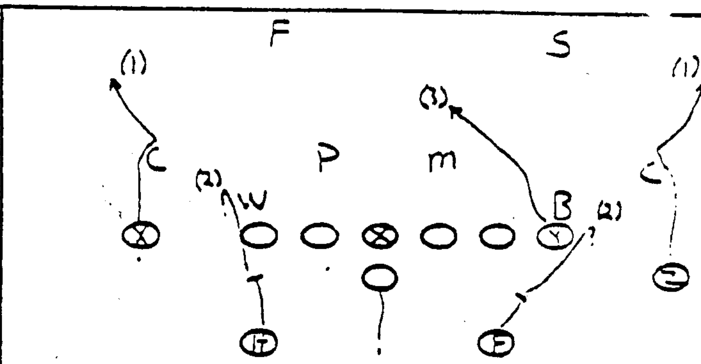


3 QUICK STEPS 1

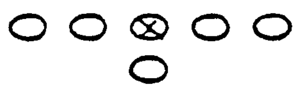
QB	3 BIG STEPS. PICK A SIDE BEFORE SNAP. DELIVER BALL AS RECEIVER PLANTS.
X	8 YARD SPLIT - 5 QUICK STEPS CROSS OVER AT 5 YARDS TO 7 YARDS. OUTSIDE RELEASE TO SEAM VS CLOUD.
Z	8 YARD SPLIT - 5 QUICK STEPS CROSS OVER AT 5 YARDS TO 7 YARDS. OUTSIDE RELEASE TO SEAM VS CLOUD.
Y	INSIDE RELEASE - LOOK FOR BALL QUICK - HOOK OVER MIDDLE 8 TO 10 YARDS DEEP.
HB	AGGRESSIVE BLOCK ON "W" BACKER - NO RUSH - QUICK HOOK.
FB	AGGRESSIVE BLOCK ON "B" BACKER - NO RUSH - QUICK HOOK.

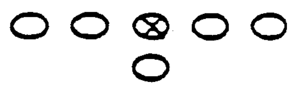


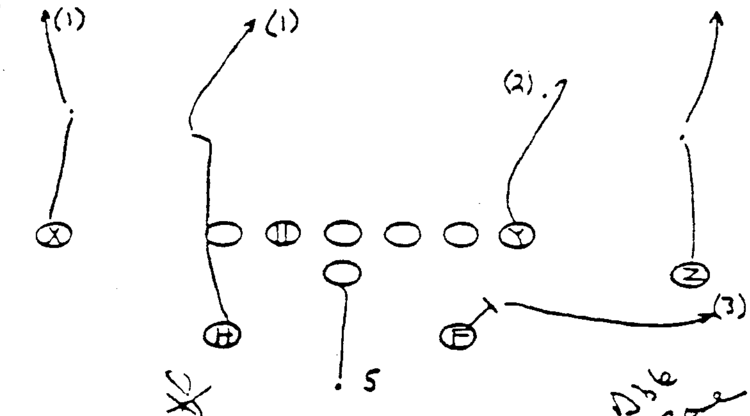
VS DBL ZONE 2



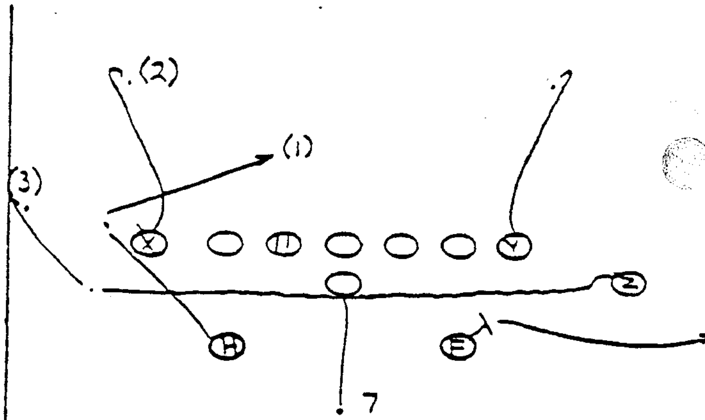
VS DBL MAN 3



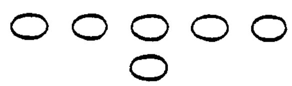


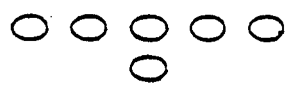


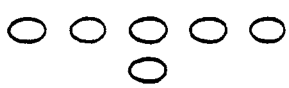
20 HB CLOSE

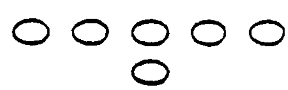


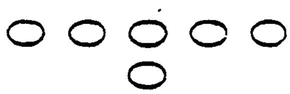
20 HB DELAY

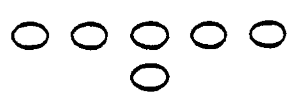












PLAY: 20 (21) DBL QK HOOK

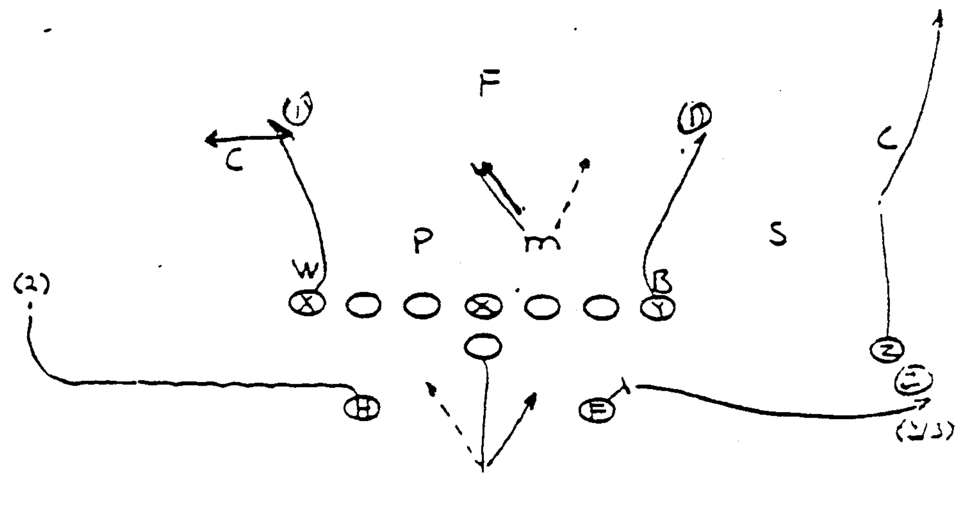
FORMATION: RED TIGHT
A/C WEAK - FAR

PROGRESSION: X, HB, FB
Y, FB

COMMENTS: 1st-10

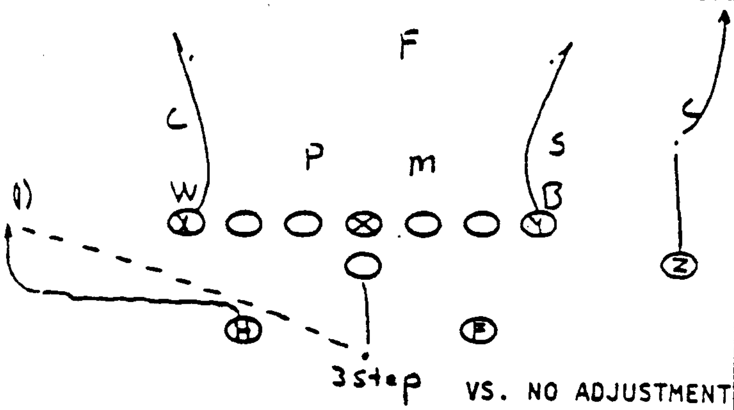
X IS HOT RECEIVER
READ M-THROW AWAY

Read Strong - M
Throw weak

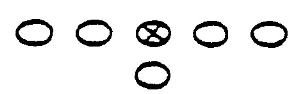


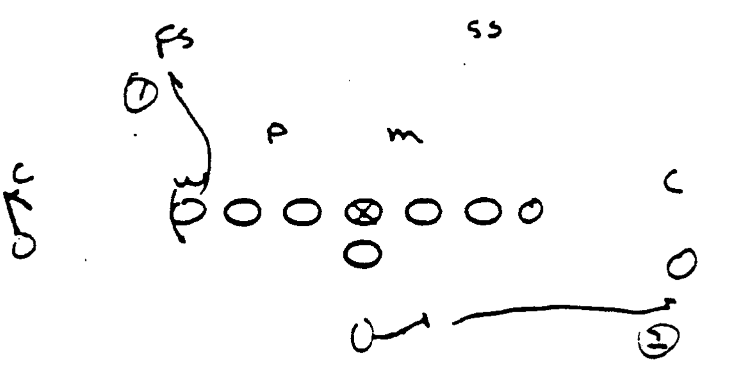
5 BIG - SIT

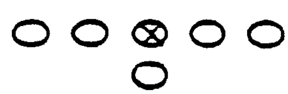
QB	5 BIG - SIT - KEY M VS. 34/KEY M VS. 43 THROW AWAY
X	1 1/2 YARD SPLIT - INSIDE RELEASE - KEY P - QUICK HOOK
Z	14 YARD SPLIT - CLEAR OUTSIDE
Y	1 1/2 YARD SPLIT - INSIDE RELEASE - KEY M - QUICK HOOK
HB	MOTION - RIM PATTERN or FAR Formation — If C gives HB alot of room - Hit him now
FB	CHECK - WIDE

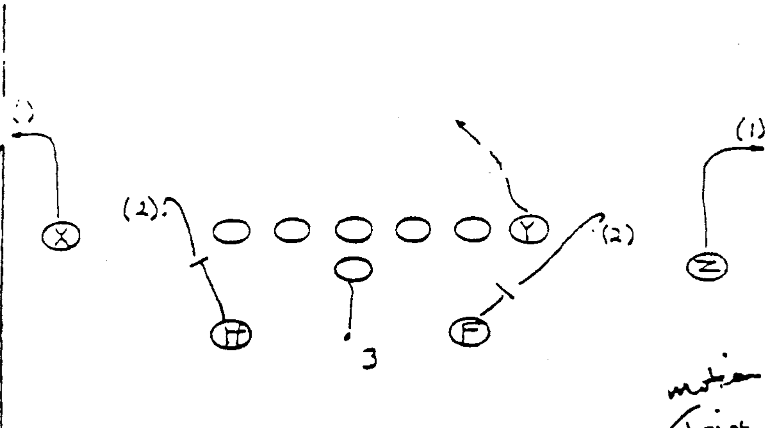


VS. NO ADJUSTMENT

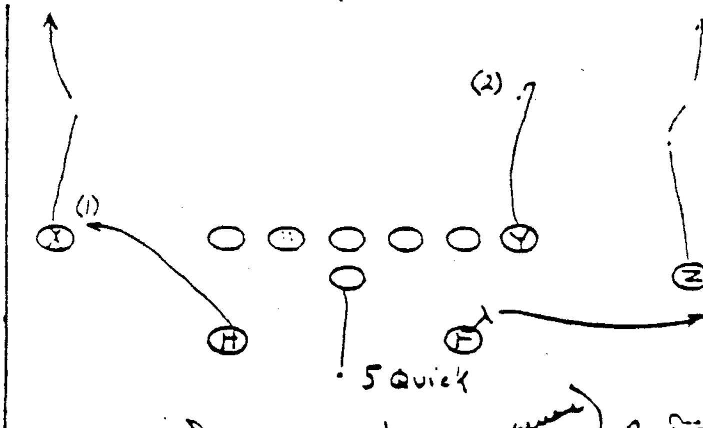




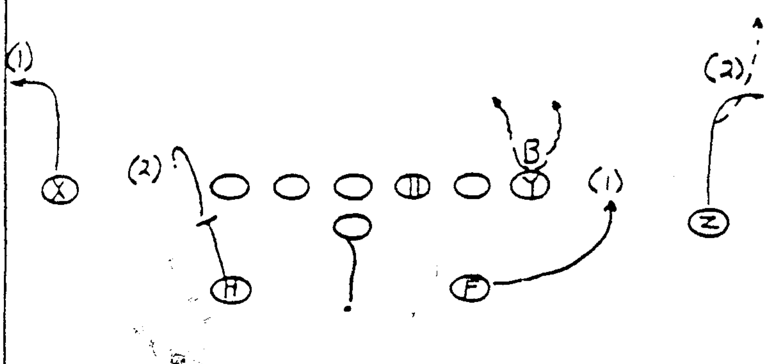




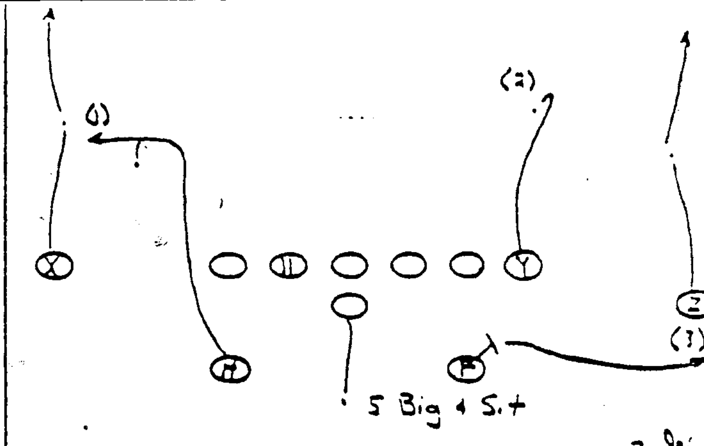
AUDIBLE 324



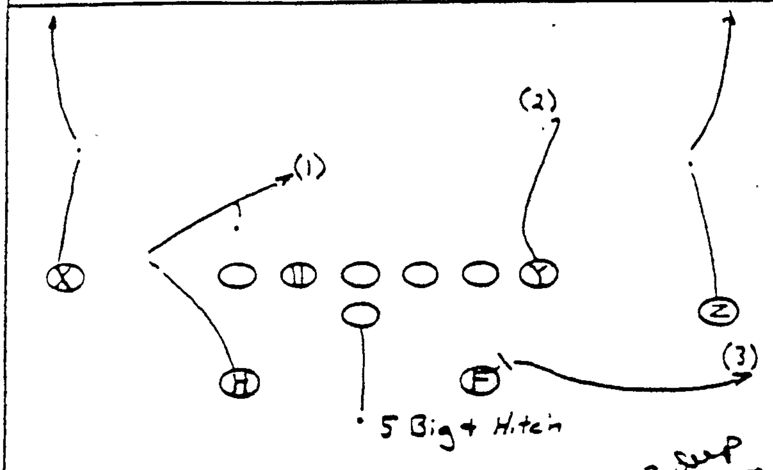
20 HB FLAT



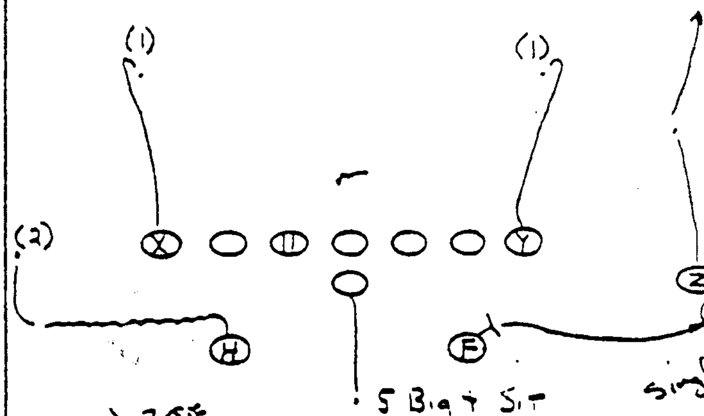
AUDIBLE 322 FB QK "M"



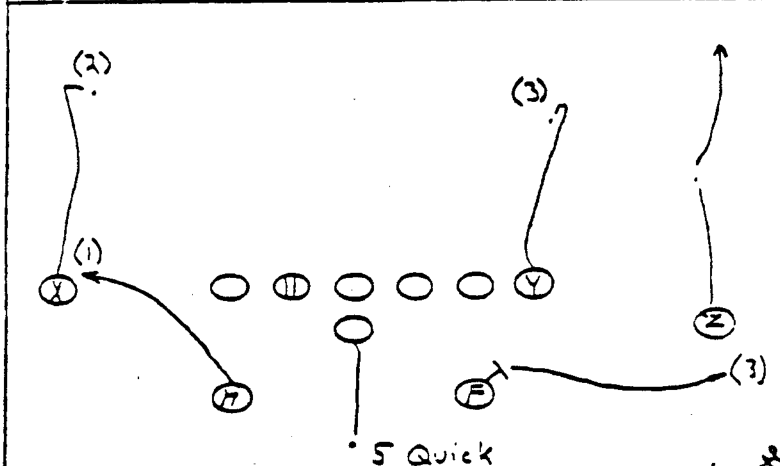
20 HB FAN



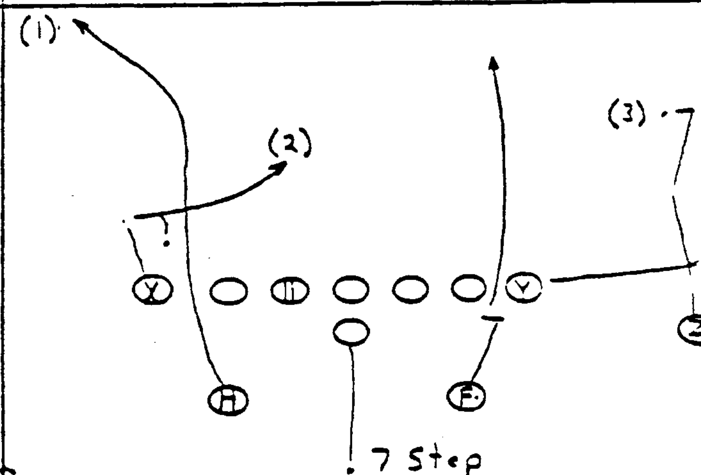
20 HB CURL



20 DBL QK HOOK



20 X SQUARE IN



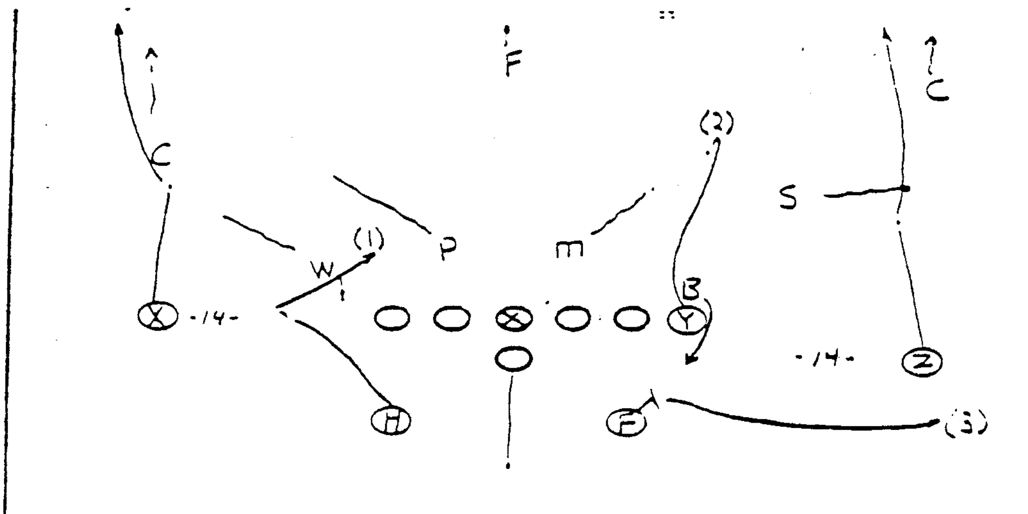
20 X DELAY

PLAY: 20-21 HB CURL

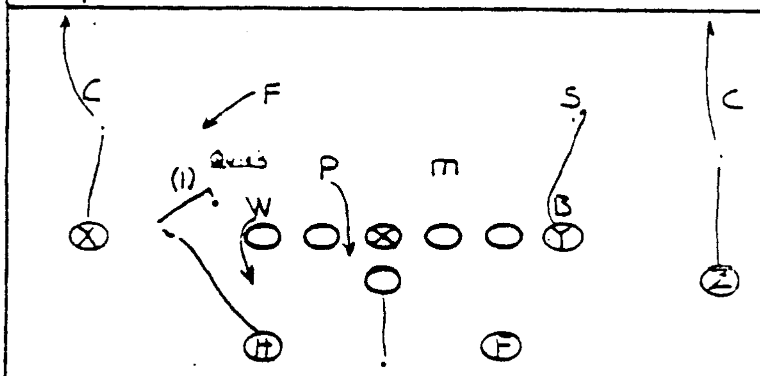
FORMATION: RED SLOT, RED

PROGRESSION: HB - Y - FB

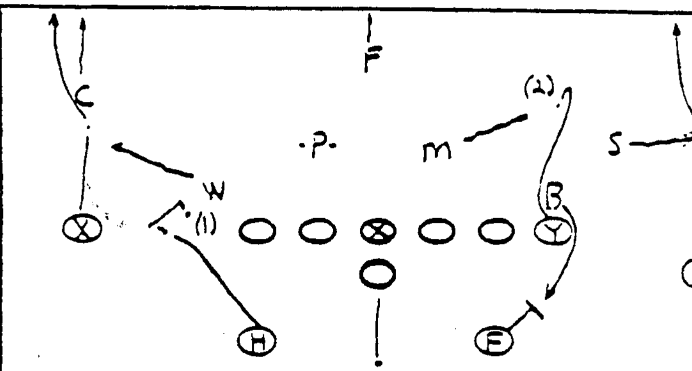
COMMENTS:



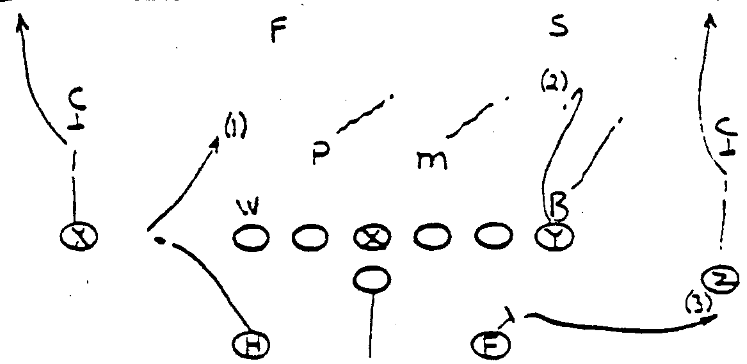
QB	5 BIG STEPS SET
X	14 YARD SPLIT - CLEAR
Z	VS SLOT 8 YARD SPLIT - CLEAR VS BASIC 14 YARD SPLIT CLEAR
Y	1 1/2 YARD SPLIT - INSIDE RELEASE - QUICK HOOK AT 10 YARDS
HB	SCAT RELEASE - START FLAT - KEY "P" - ALERT SIT
FB	CHECK "B" WIDE PATTERN



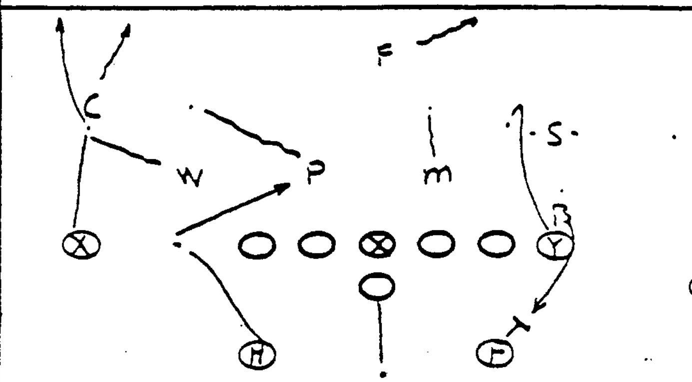
VS BLITZ



VS "P" SITS



VS INSIDE P



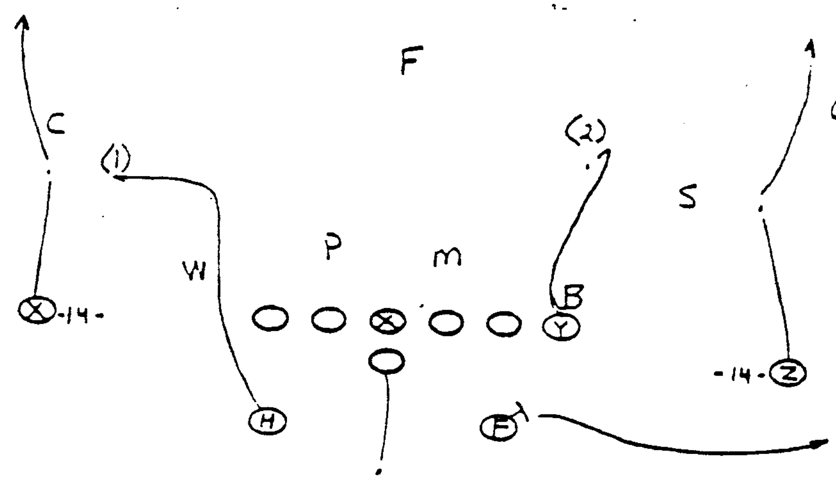
VS OUTSIDE P

PLAY: 20-21 HB FAN

FORMATION: RED

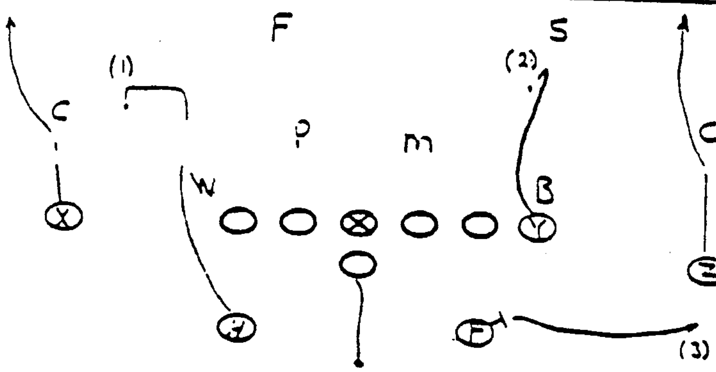
PROGRESSION: HB-Y-FB

COMMENTS:

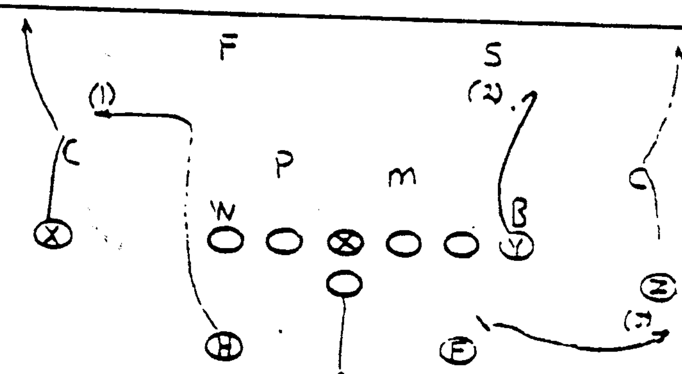


5 BIG SIT

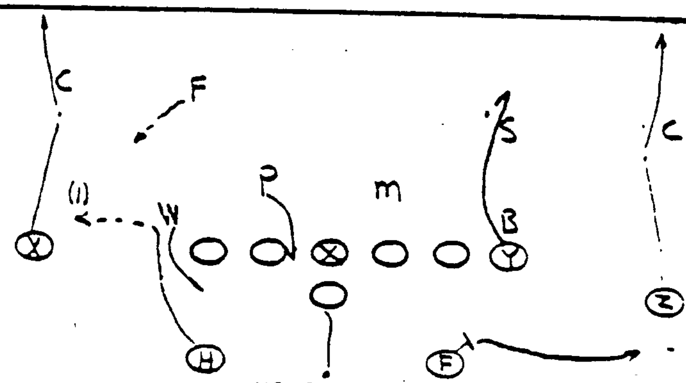
QB	5 STEP SIT - VS HOOK HITCH STEP. FLAT VS BLITZ.
X	14 YARD SPLIT - CLEAR - TURN DEFENDER OUTSIDE - ALERT DBL ZONE
Z	14 YARD SPLIT - CLEAR - TURN DEFENDER INSIDE
Y	1 1/2 YARD SPLIT - INSIDE RELEASE QUICK HOOK.
HB	SCAT RELEASE - AVOID HOLD UP - SIT VS DEFENDER OUTSIDE - FLAT VS BLITZ
FB	CHECK "B" - WIDE PATTERN



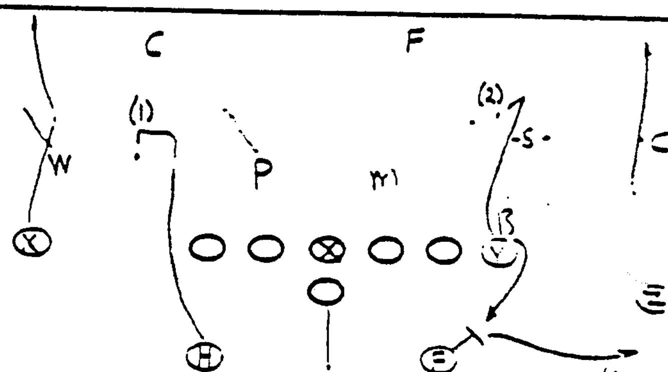
VS DBL ZONE



VS DBL MAN



VS BLITZ



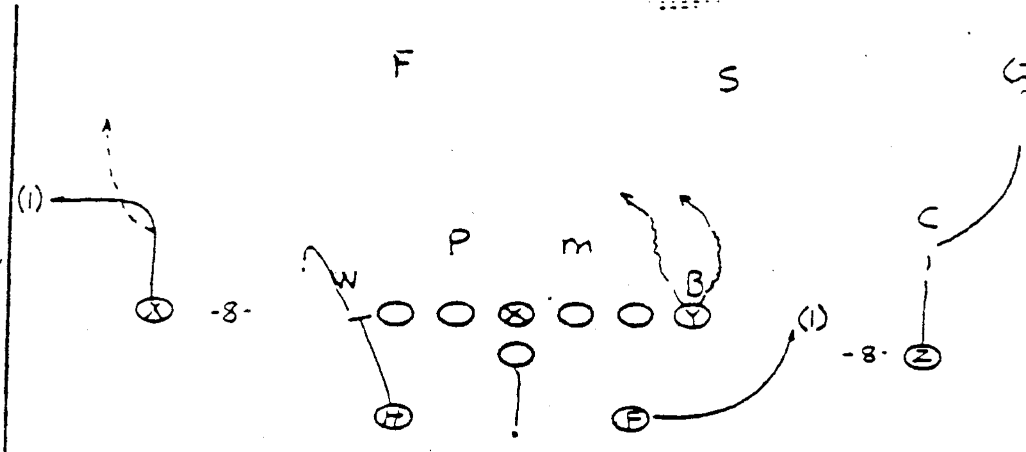
VS 33 HB FAN

PLAY: AUDIBLE 322 (323)
FB QK "M"

FORMATION: RED (SLOT)

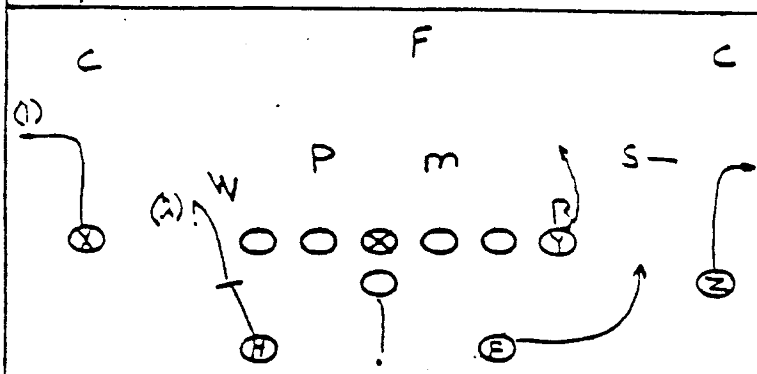
PROGRESSION: DBL: FB-Z
SAM ZONE - MAN - X -H-Y

COMMENTS: WANT DBL
ZONE/MAN

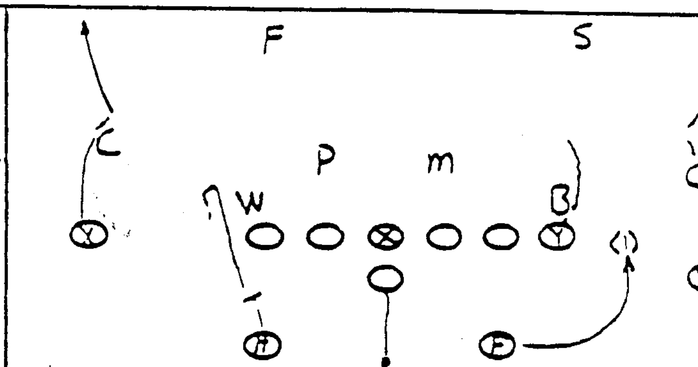


3 Step

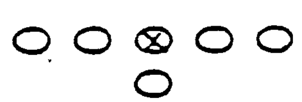
QB	3 STEP DROP
X	QUICK OUT - ALERT DBL MAN/ DBL ZONE (QK SEAM - SEAM) 8 YARD SPLIT
Z	QUICK OUT - ALERT DBL MAN/ DBL ZONE - 8 YARD SPLIT
Y	P.S.L: SAM FOR COVERAGE OUTSIDE RELEASE - ALERT DBL MAN/ DBL ZONE 1 1/2 YARD SPLIT
HB	BLUNT BLOCK W - ALERT SLIDE CALL - QUICK HOOK
FB	SCAT QUICK M

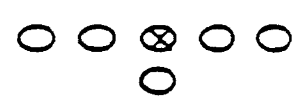


VS SAM ZONE/MAN



VS DBL MAN (QK SEAM)





RED RIGHT(LEFT)

PLAY: 20(21) HB FLAT

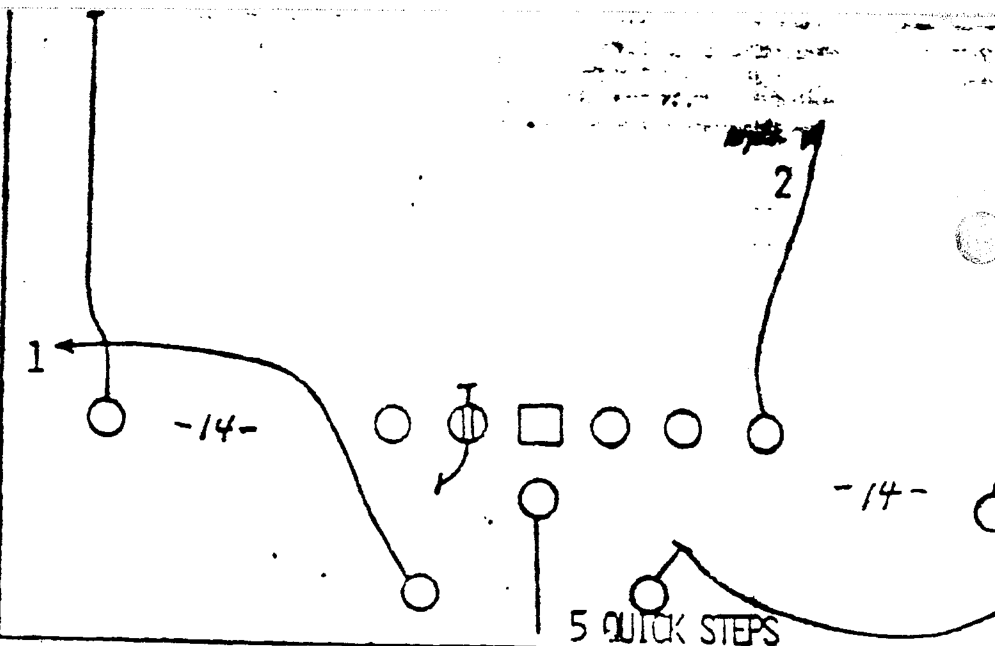
20(21) HB Curl

PROGRESSION:

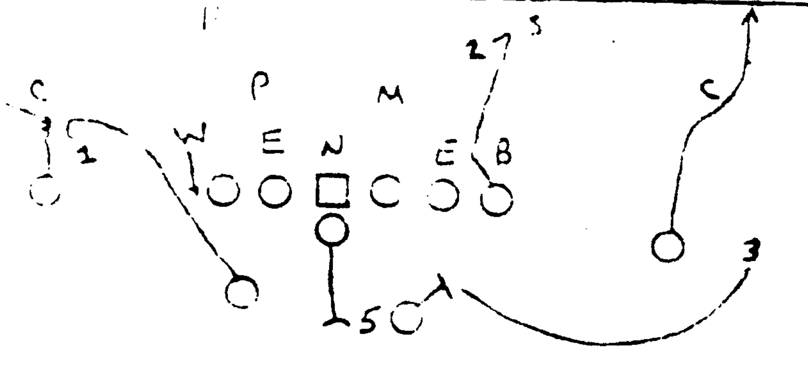
HB - Y - FB

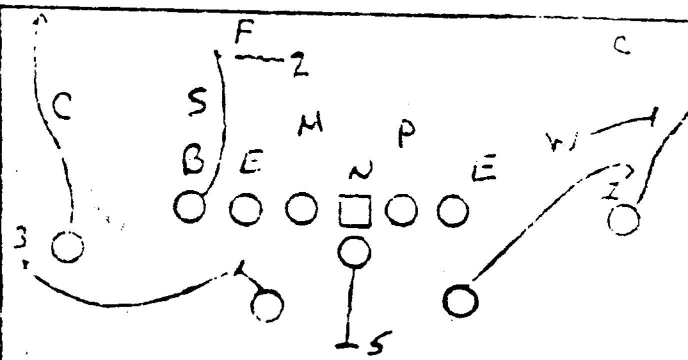
COMMENTS:

DOUBLE READ BY LEFT GUARD.



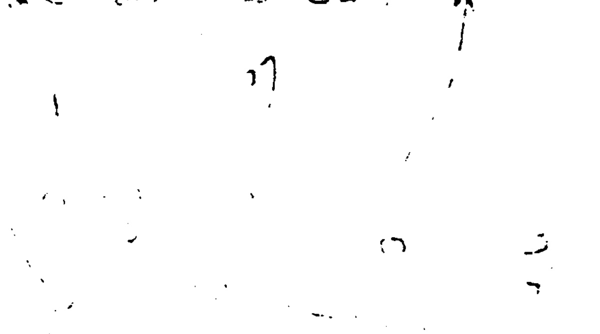
QB	5 QUICK STEPS - ALERT FOR W BLITZ.
X	12 YARD SPLIT = CLEAR.
Y	INSIDE RELEASE = QUICK HOOK AT 10 YARDS.
Z	12 YARD SPLIT - CLEAR.
HB	SCAT TO FLAT PATTERN - ALERT FOR QUICK THROW VS W BLITZ.
FB	CHECK B BACKER - NO BLITZ = WIDE FLARE.

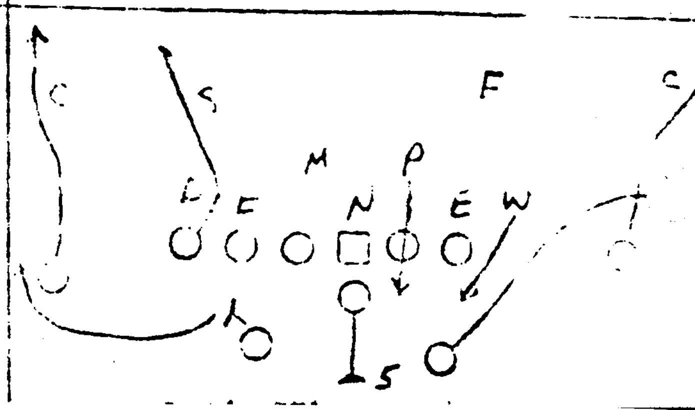




vs. Cloud

20-21 HB Curl



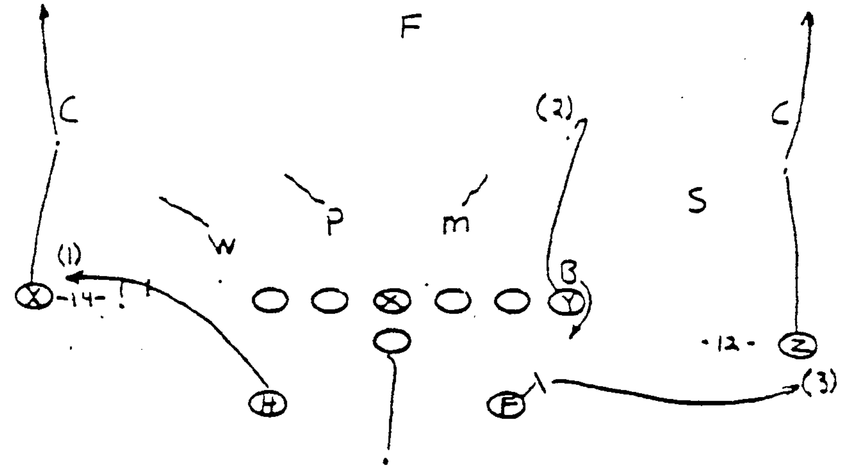


PLAY: 20-21 HB FLAT

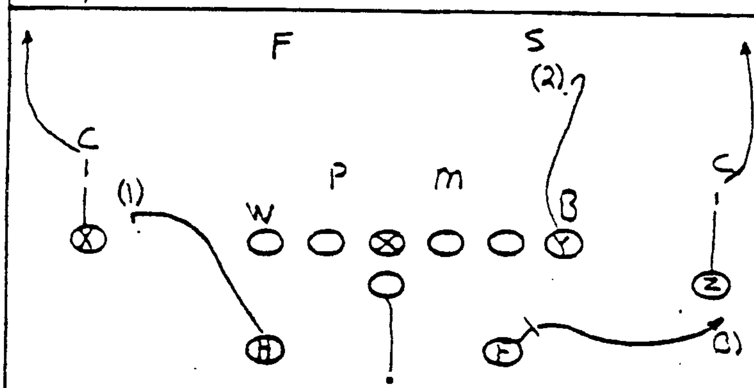
FORMATION: RED

PROGRESSION: HB-Y-FB

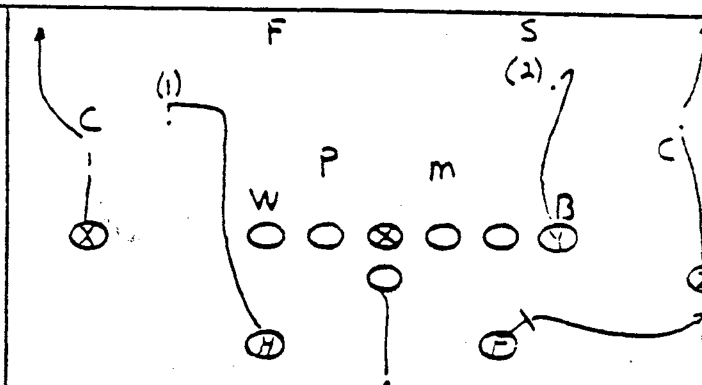
COMMENTS:



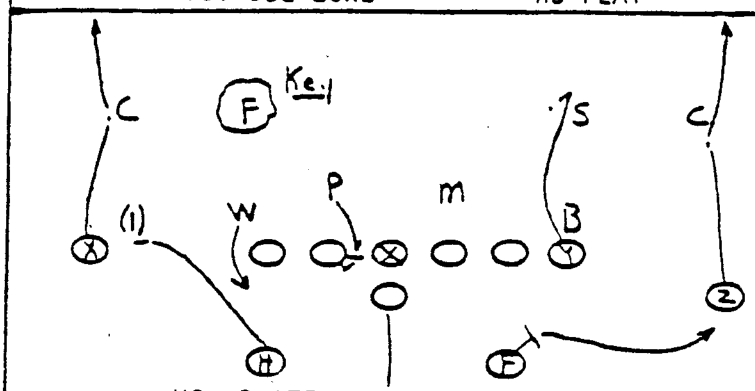
QB	FLAT - 5 QUICK STEP - VS. HB SIT HITCH STEP - MUST FOLLOW PROGRESSION
X	14 YARD SPLIT - CLEAR - TURN DEFENDER OUTSIDE - ALERT DBL ZONE
Z	12 YARD SPLIT - CLEAR - TURN DEFENDER INSIDE
Y	1½ YARD SPLIT - INSIDE RELEASE - QUICK HOOK
HB	SCAT RELEASE / AVOID HOLD UP / DEFENDER OUTSIDE SIT DOWN
FB	CHECK BUCK - WIDE PATTERN



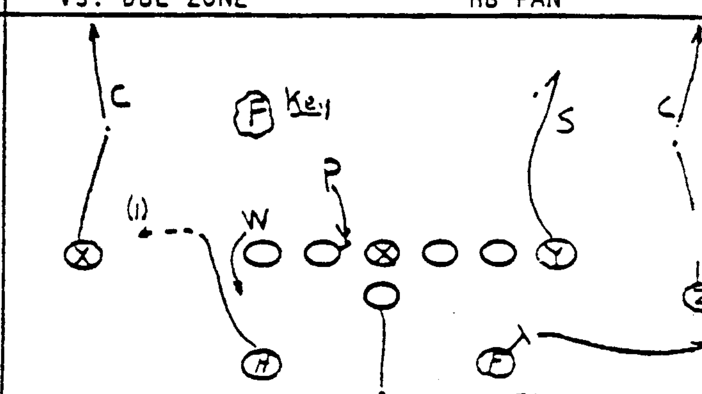
VS. DBL ZONE HB FLAT



VS. DBL ZONE HB FAN



VS. BLITZ HB FLAT



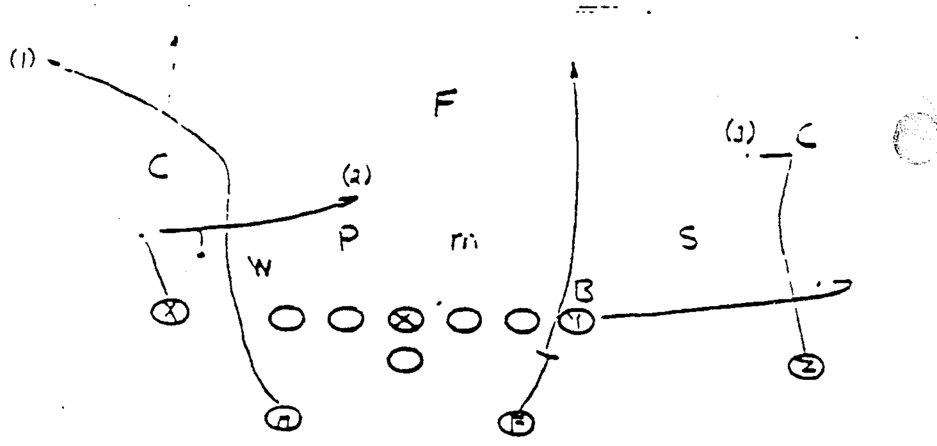
VS. BLITZ HB FAN

PLAY: 20 (21) X DELAY

FORMATION: RED

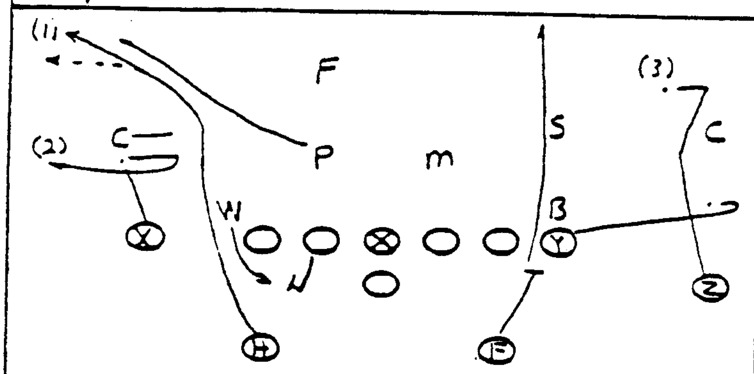
PROGRESSION: HB, X, Z

COMMENTS: BEAT P BACKER

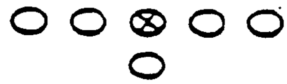


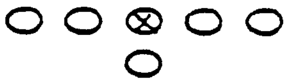
7 STEPS

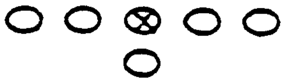
QB	7 STEPS - BE PATIENT - KEY W THEN P BACKER.
X	2 YARD SPLIT - ALLOW HB TO CLEAR - BE PATIENT - DELAY - P FACING YOU - SIT DOWN - VS BLITZ - ALERT QUICK INSIDE. ALERT OUTLET.
Z	14 YARD SPLIT - SQUARE IN PATTERN
Y	OUTSIDE IMMEDIATE RELEASE TO DRAG PATTERN
HB	SCAT - RELEASE INSIDE X - DO NOT BE DELAYED - RUN CORNER PATTERN
FB	RESPONSIBLE FOR B BACKER ON THE MOVE - NO BLITZ - INSIDE Y. RELEASE AND CLEAR - MUST NOT BE HELD UP



PIVOT-OUT VS TIGHT MAN





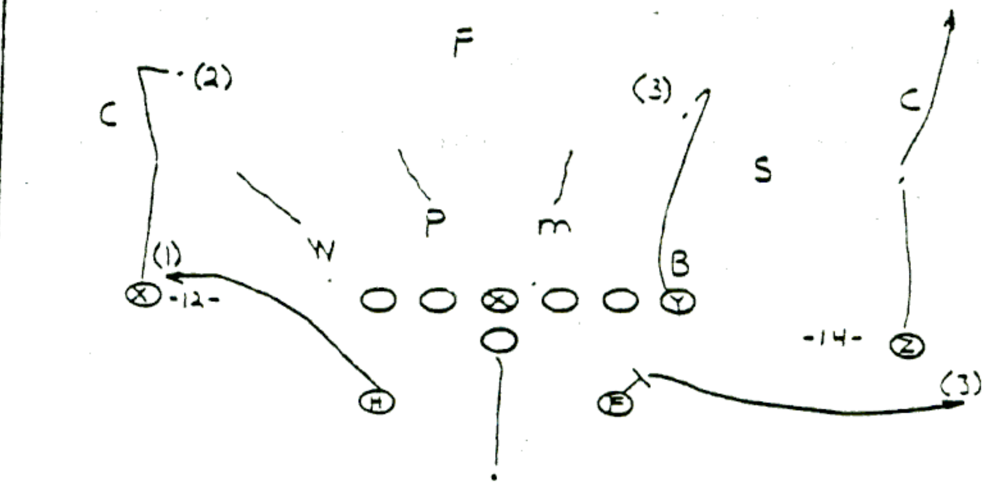


PLAY: 20-21 X SQAURE IN

FORMATION: RED

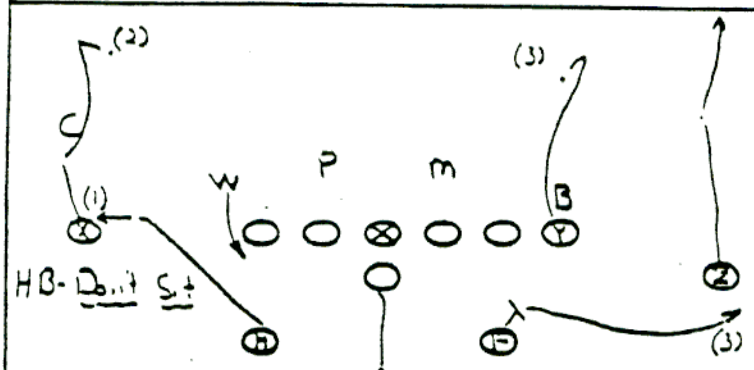
PROGRESSION: HB,X,Y,FB

COMMENTS:

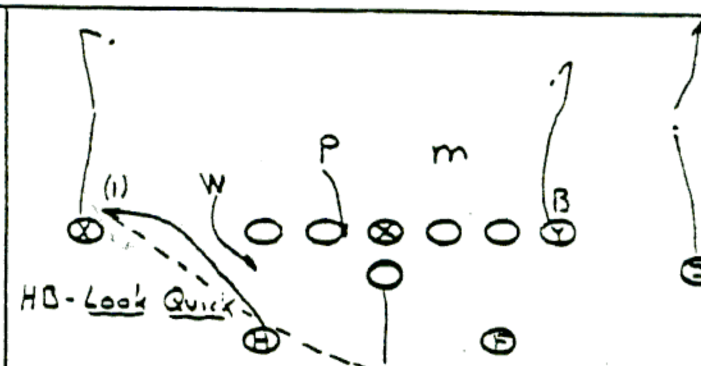


5 QUICK

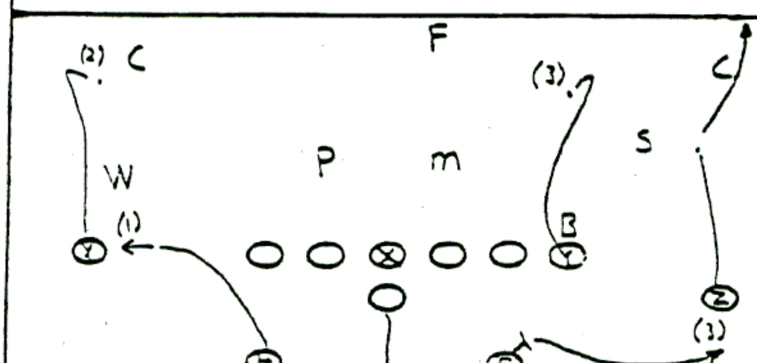
QB	5 QUICK - ALERT BLITZ - HB SITS DOWN - TAKE HITCH STEP AND THROW
X	12 YARD SPLIT - SQUARE IN Inside 7 outside 5 then in
Z	14 YARD SPLIT - CLEAR
Y	INSIDE RELEASE - QUICK HOOK AT 10 YARDS
HB	SCAT TO FLAT PATTERN - ALERT FOR COVERAGE/BLITZ
FB	CHECK "B" BACKER - WIDE PATTERN



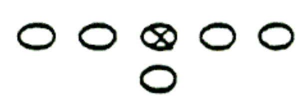
VS DBL ZONE

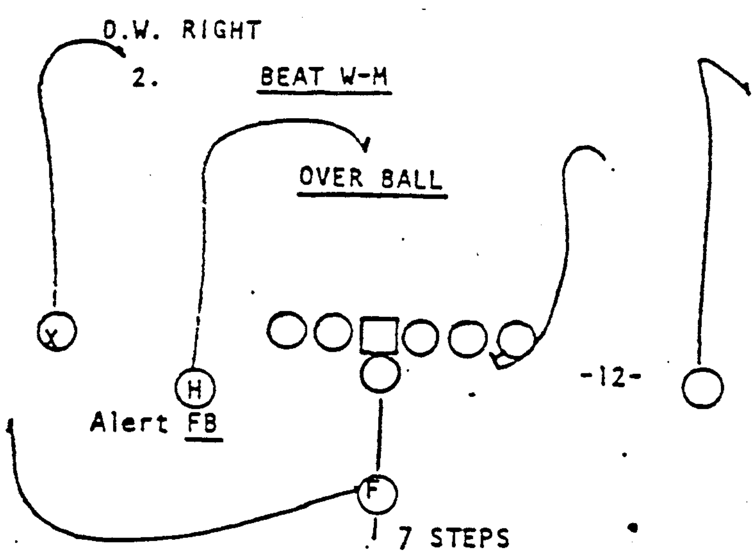


VS BLITZ

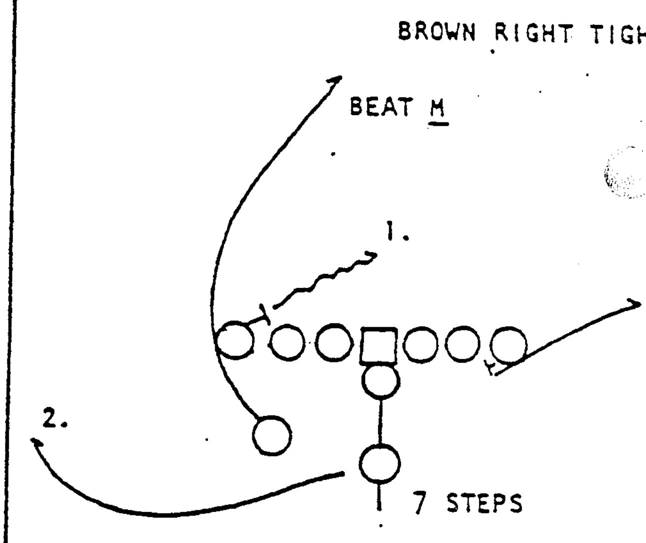


VS WIDE W (33)



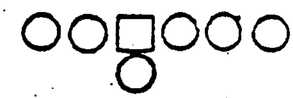


72 FB WIDE

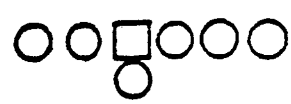


72 X SNEAK



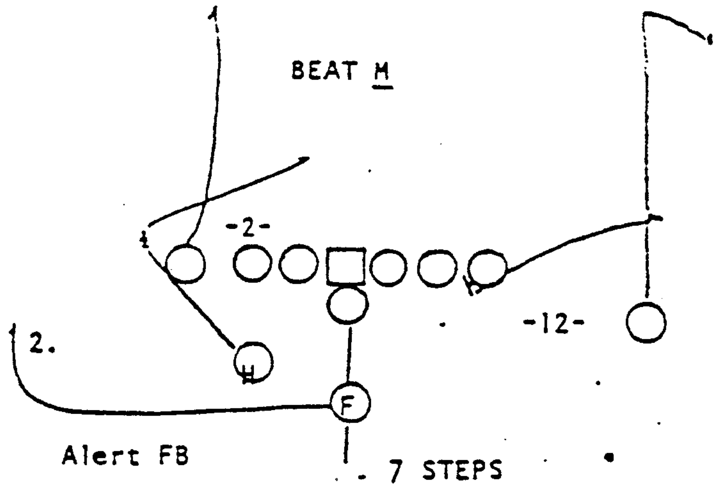






BROWN RIGHT TIGHT

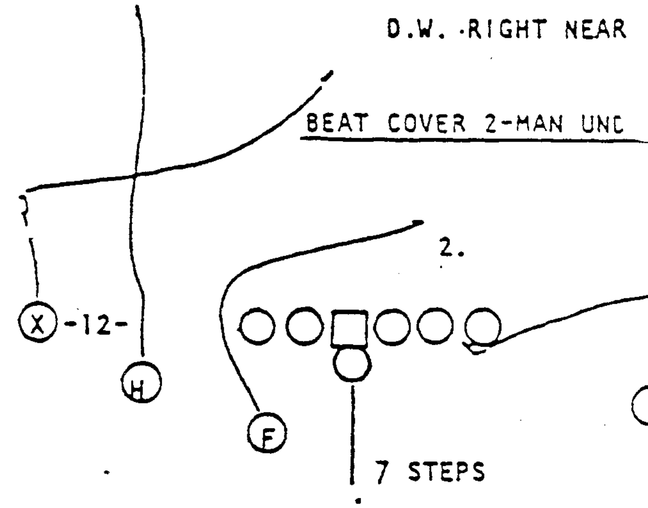
BEAT M



72 HB DELAY

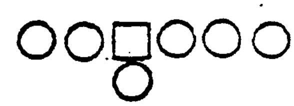
D.W. RIGHT NEAR

BEAT COVER 2-MAN UNC

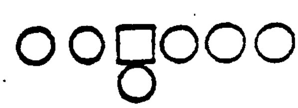


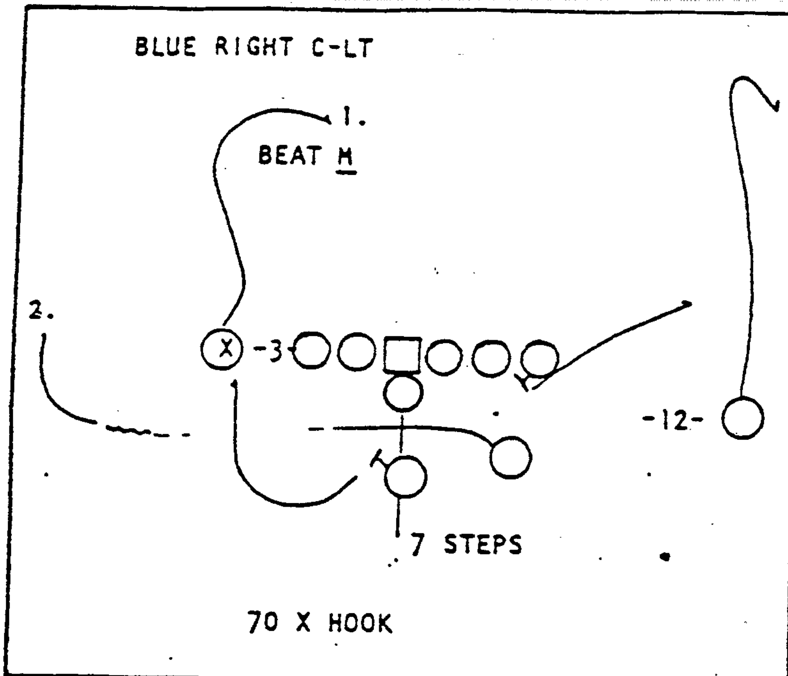
72 X UNDER

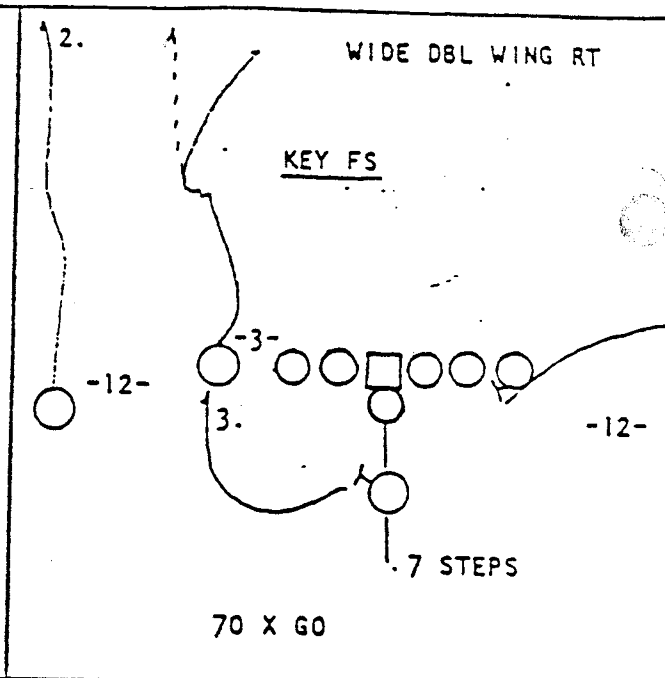


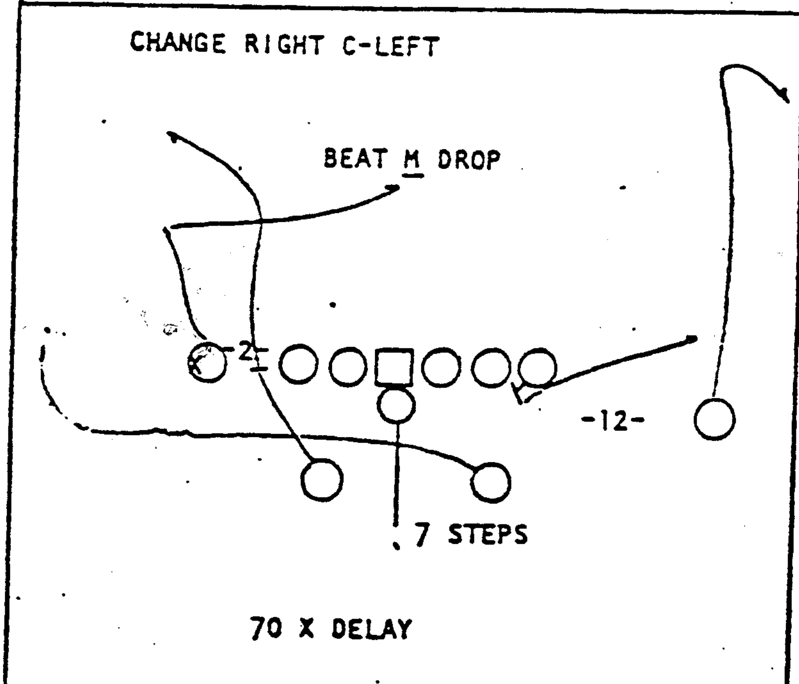


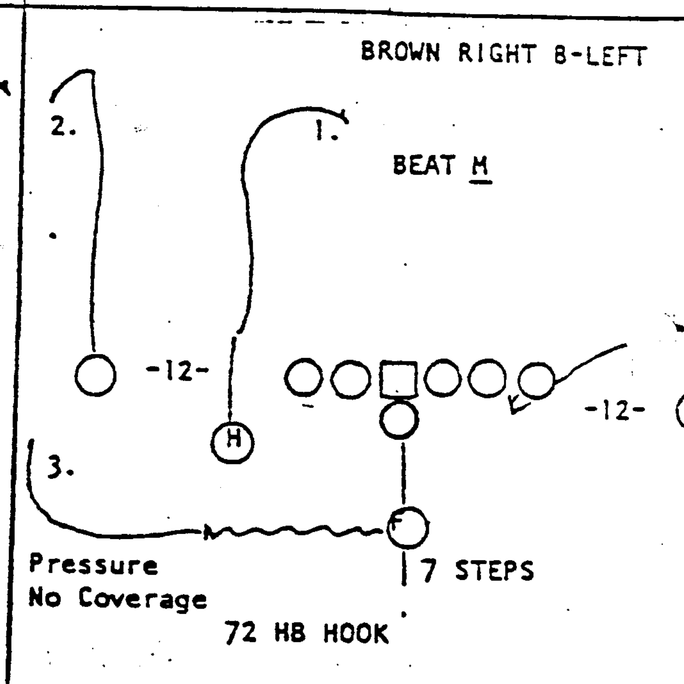


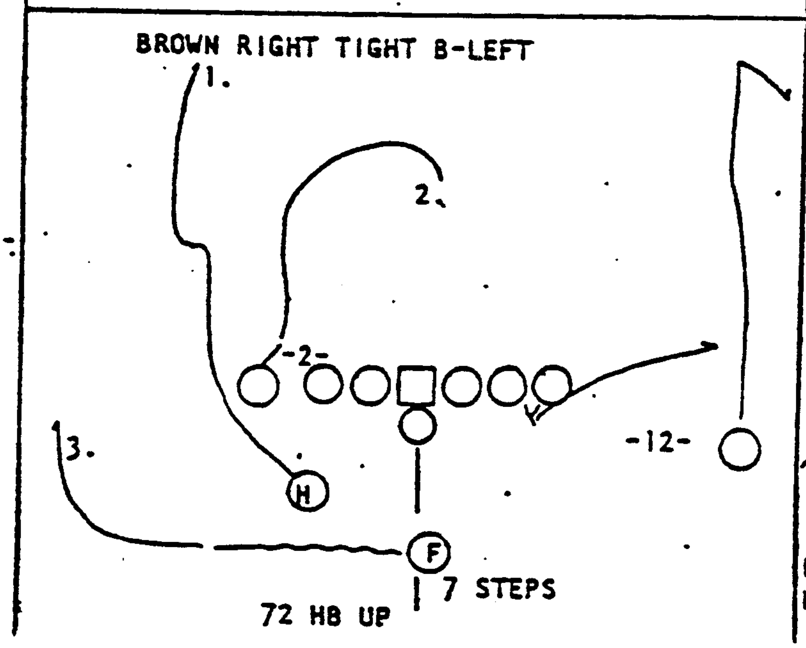


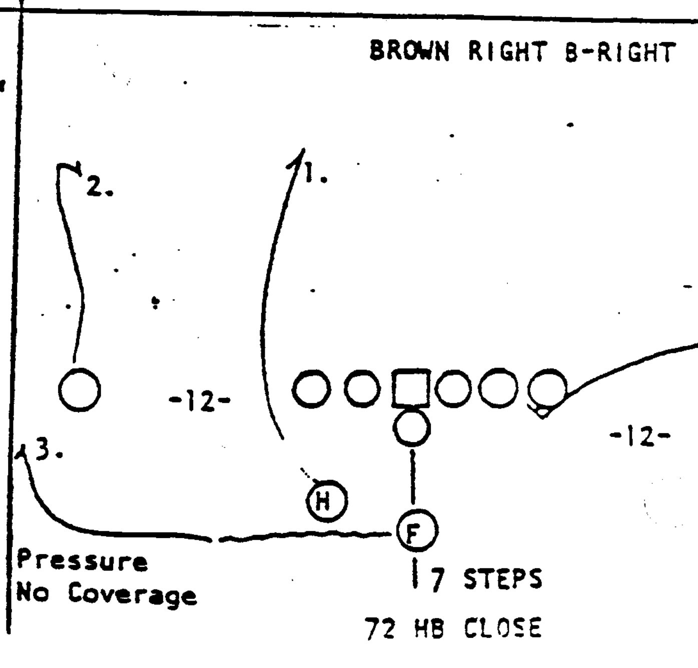

BLUE RIGHT C-LT
1.
BEAT M
2.
-3-
-12-
7 STEPS
70 X HOOK

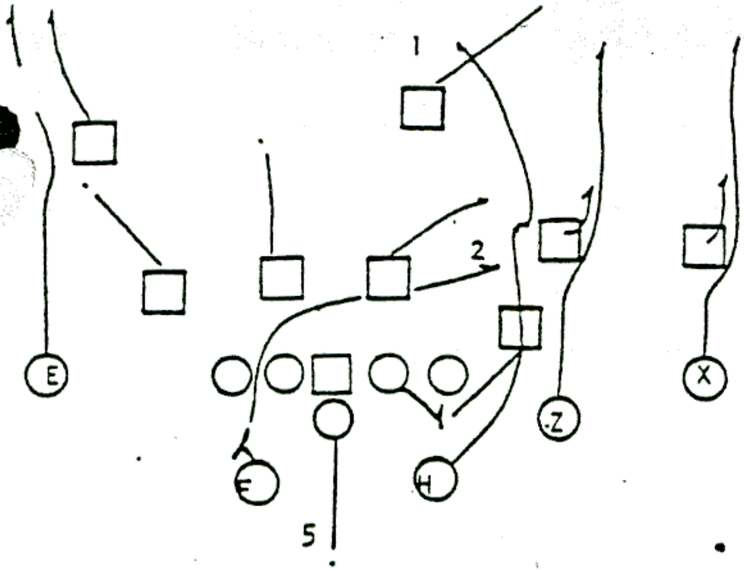

2.
WIDE DBL WING RT
KEY FS
-3-
-12-
3.
-12-
7 STEPS
70 X GO


CHANGE RIGHT C-LEFT
BEAT M DROP
-2-
-12-
7 STEPS
70 X DELAY

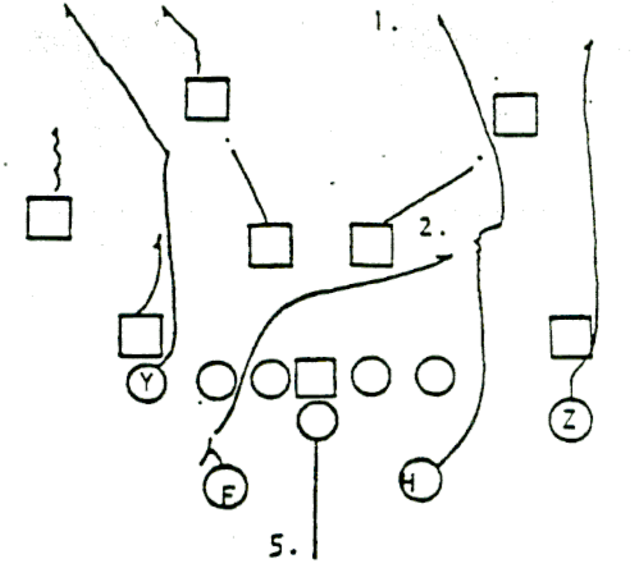

BROWN RIGHT B-LEFT
2.
1.
BEAT M
-12-
-12-
H
3.
F
Pressure
No Coverage
7 STEPS
72 HB HOOK


BROWN RIGHT TIGHT B-LEFT
1.
2.
-2-
3.
-12-
H
F
7 STEPS
72 HB UP


BROWN RIGHT B-RIGHT
2.
1.
-12-
3.
-12-
H
F
Pressure
No Coverage
7 STEPS
72 HB CLOSE

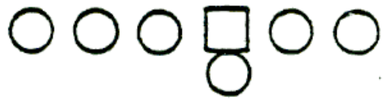


RED RIGHT SLOT OPEN 29 HB UP

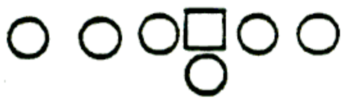


RED RIGHT SLOT 29 HB UP

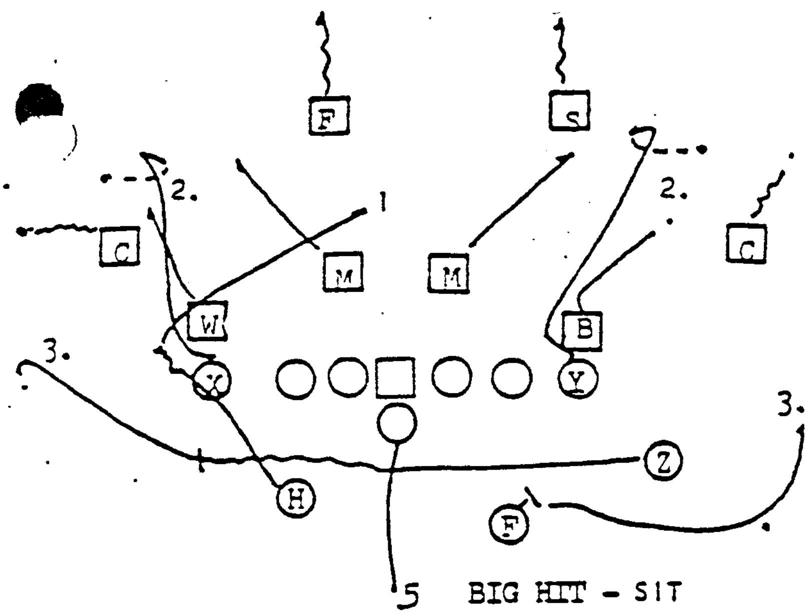




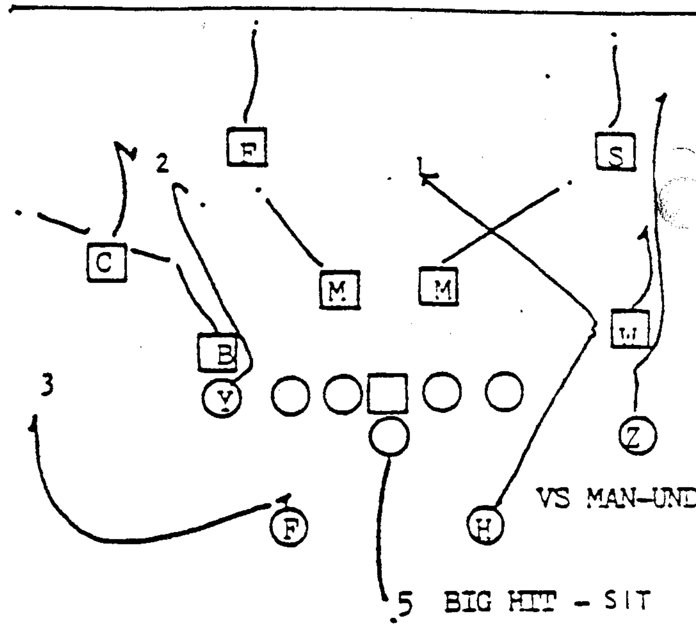




RED RIGHT TIGHT F LEFT 29 HB CURL



RED LEFT SLOT 29 HB CURL



QB – 5 BIG STEPS HIT - SIT

1. WEAK READ – H – X – FLK DRAG (C.P. – SPRINT, GET WIDTH)

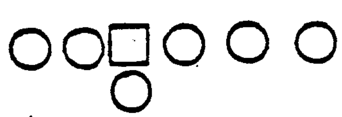
2. STRONG READ – H – Y – FB

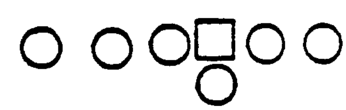
C.P. X MUST RELEASE OUTSIDE (SPLIT 1½ YDS) SIT – DOWN

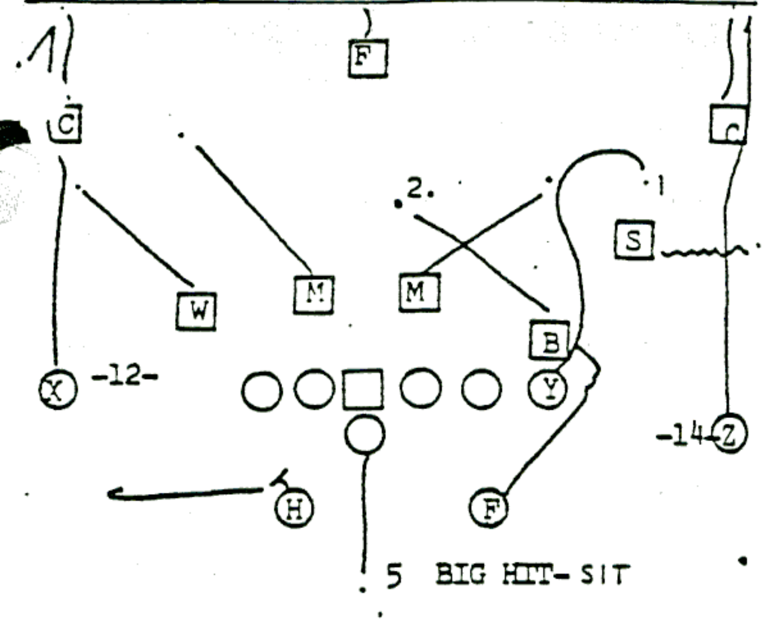
C.P FLK MUST GET WIDTH

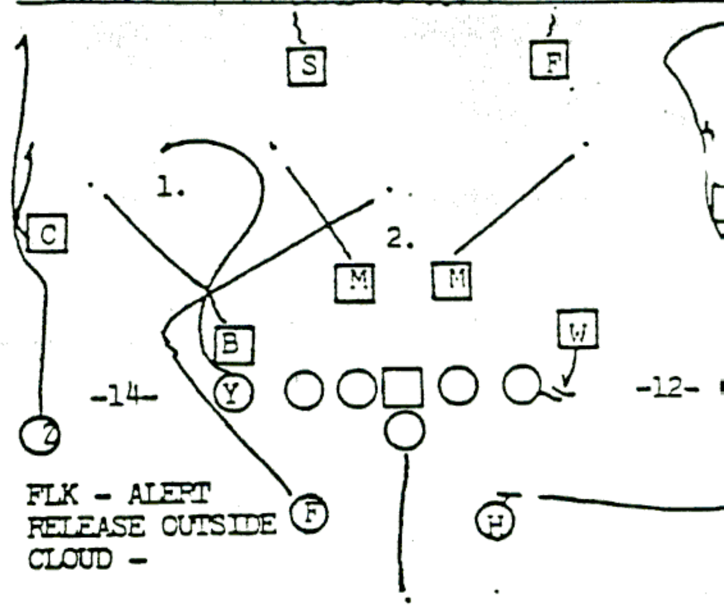
C.P TE SPLIT 2 YDS – SIT DOWN

VS SLOT CALL – X AND Z CLEAR (TURN DEFENDER OUT)









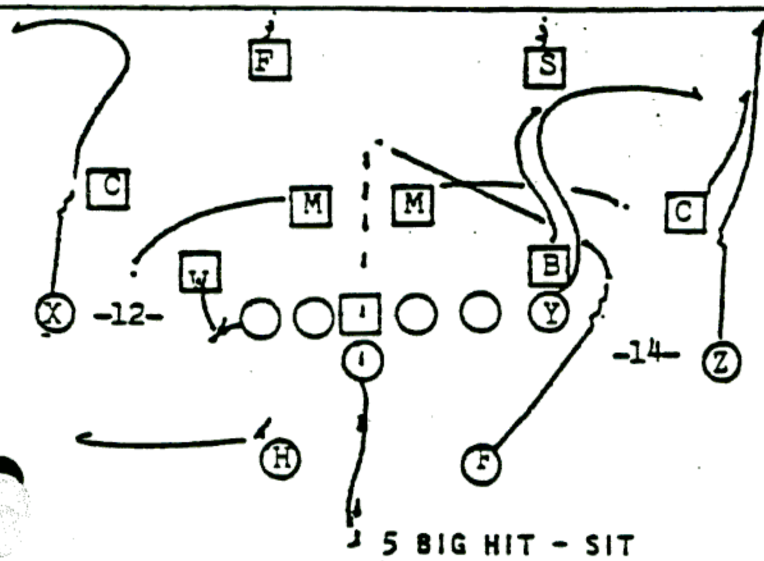
QB - (5 BIG STEPS HIT-SIT) TIME THROW TO TE - BE READY TO GO TO FB CURL WHEN M BACKER RUNS TO TE.
VS ZONE - ALERT FOR TE TO SIT DOWN
VS MAN-UNDER ALERT FOR FB CURL

B - SCAT CURL - SHOW WIDTH, RELEASE OUTSIDE TE GATHER AND BREAK TO MIDDLE - CATCH BALL ABOUT 5 YDS DEEP OVER BALL-

Y - 1½ YARD SPLIT RELEASE OUTSIDE - RUN <u>OUT</u> PATTERN

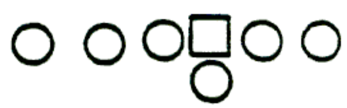
X - 12 YARD SPLIT - COME BACK PATTERN

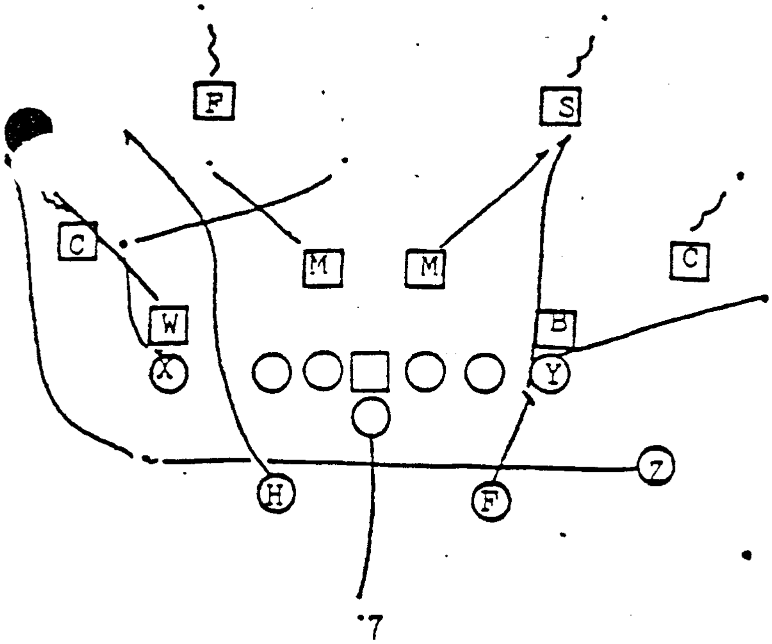
Z - 14 YARD SPLIT - MUST CLEAR VS CLOUD RELEASE OUTSIDE



RED RIGHT 26 FB CURL VS COV 2

ALERT MAN-UNDER





QB – 7 STEPS HIT – SIT

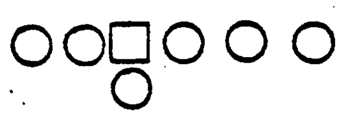
1. X –QB FIND NEAR M–BACKER

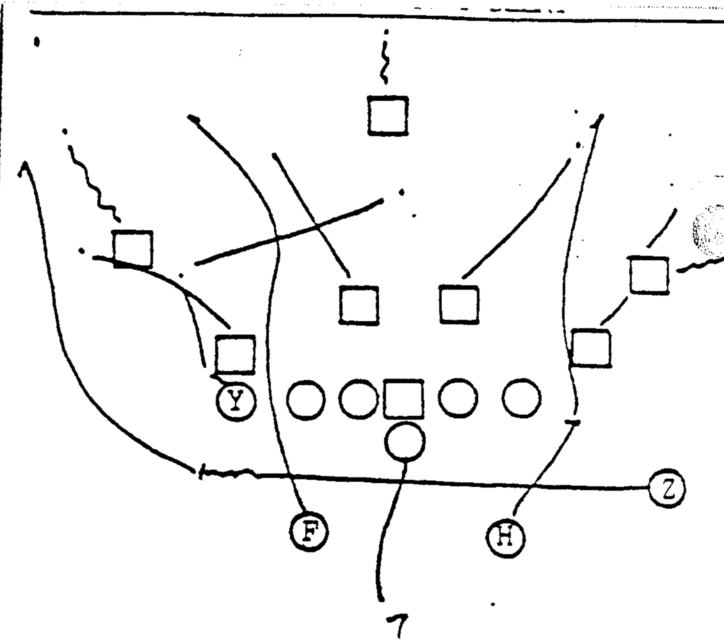
C.P. X SPLIT 2 YDS LET HB CLEAR. RELEASE OUTSIDE PLANT FOOT AT 4 STEPS FIND M BACKER.

ALERT: MAN –UNDER
MANY COVER
M BACKER EYE ON X

2. Z CLEAR UP FIELD

3. Y SPLIT 2 YDS DIAG

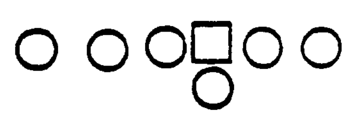




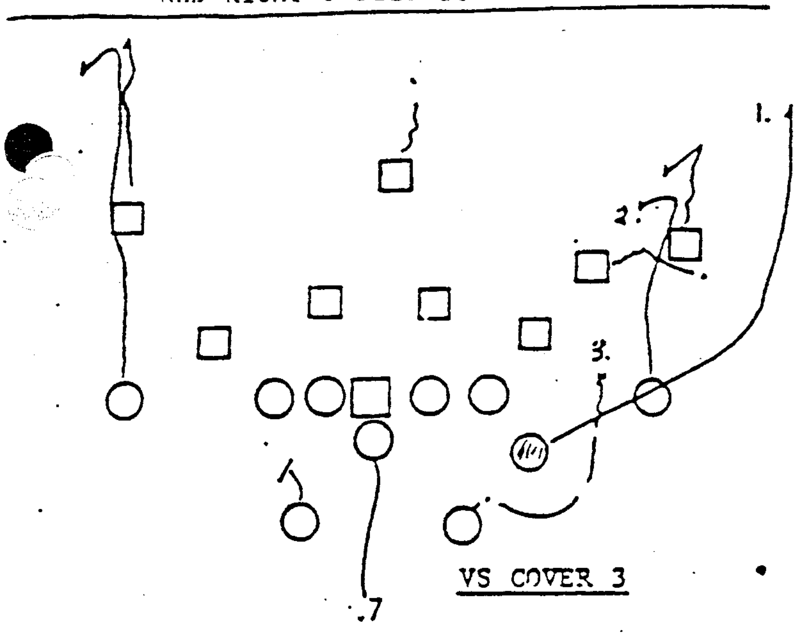
QB – 7 STEPS HIT – SIT

1. Y – QB FIND NEAR M–BACKER

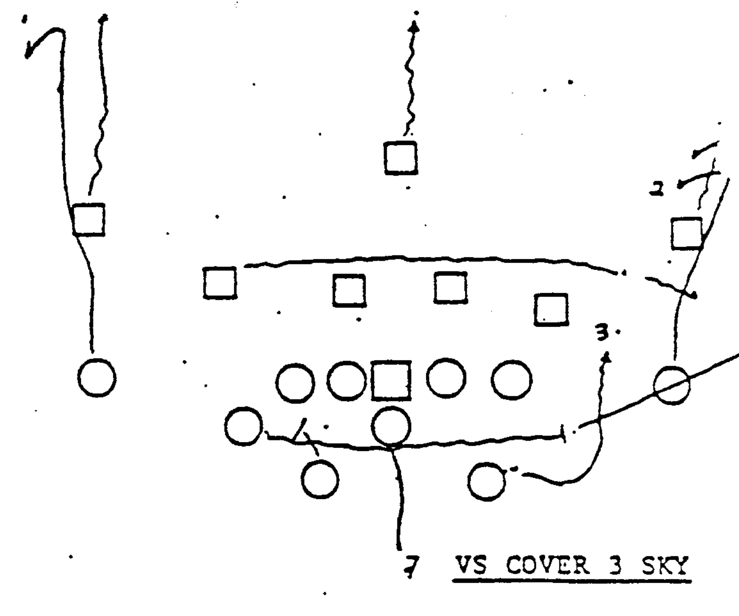
C.P. SAME AS X –DELAY



RED RIGHT Y DEEP 26 Y SWING



RED RIGHT Y MOTION 26 Y SWING



QB –

HB – STAY

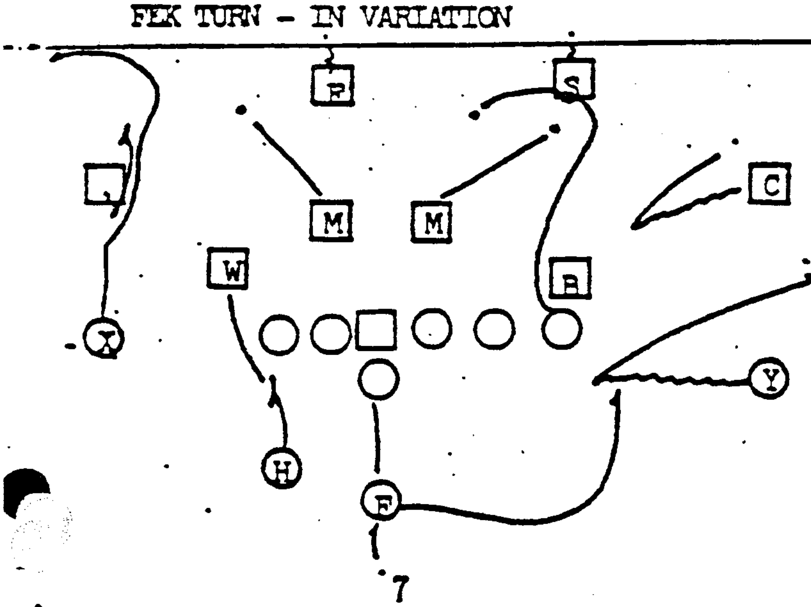
FB – SCAT, M PATTERN.

X – SPLIT 12 YARDS, OUTLET.

Y – ALERT FOR Y DEEP OR Y-MOTION/SWING DEEP OUTSIDE Z IN.

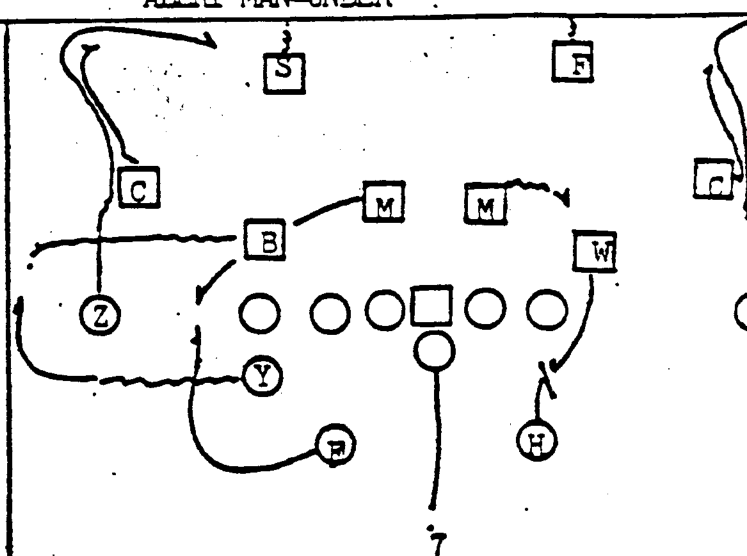
Z – SPLIT 10 YARDS – RUN AN IN/VS CLOUD INSIDE RELEASE VS CORNER.

FEK TURN – IN VARIATION



BROWN RIGHT Y SHORT 26 FLK TURN IN

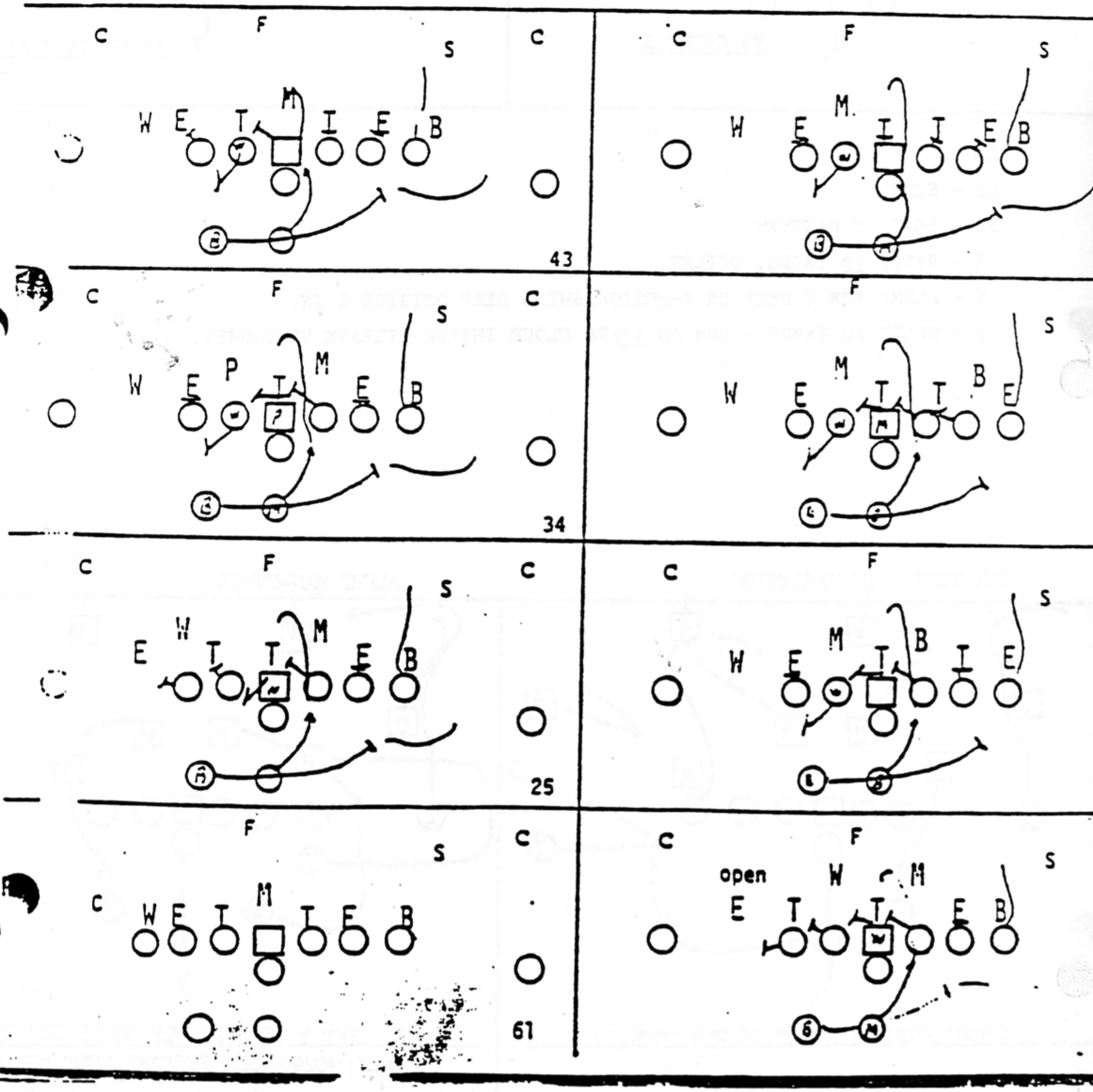
ALERT MAN-UNDER



RED LEFT Y LEFT 27 FLK GO VS COV 2

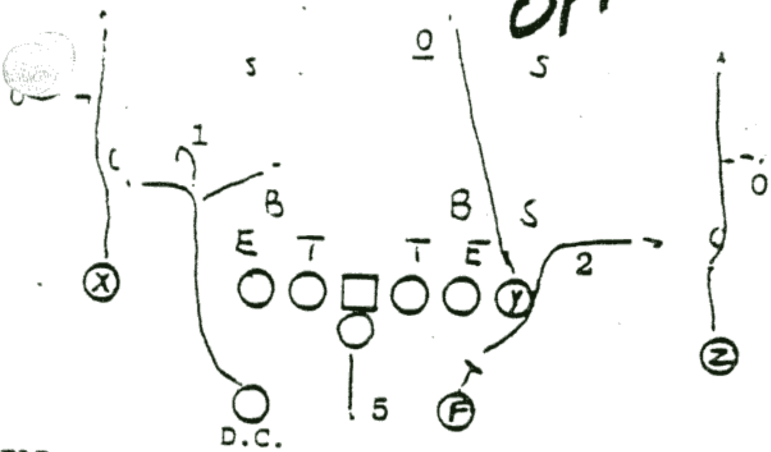
ALERT: MAN-UNDER PRIMARY MUST GET OPE

X	PATTERN
LT	BASE } SEMI AGGRESSIVE
LG	SLIDE } SEMI AGGRESSIVE
C	SLIDE } SEMI AGGRESSIVE
RG	SLIDE } SEMI AGGRESSIVE
RT	ZONE } SEMI AGGRESSIVE
Y	PATTERN
Z	PATTERN
H	#3, NT WIDE FLARE
F	1ST BUBBLE LB FROM ONSIDE, NT THRU
Q	QUICK FAKE TO FB, BASIC DROP



[redacted]

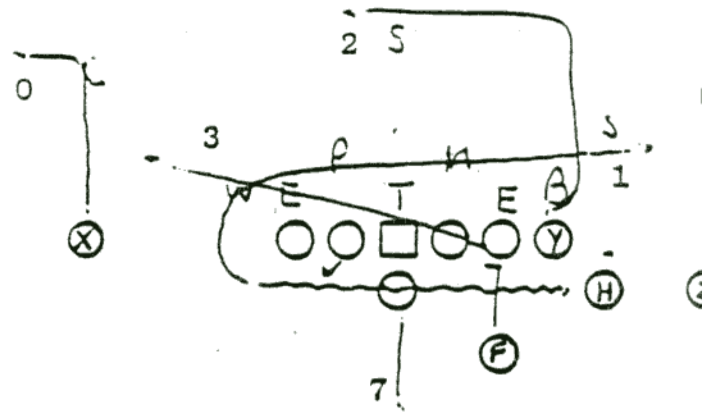
HB OPTION



EAR: MIKE OR SHU FOR H.B.)

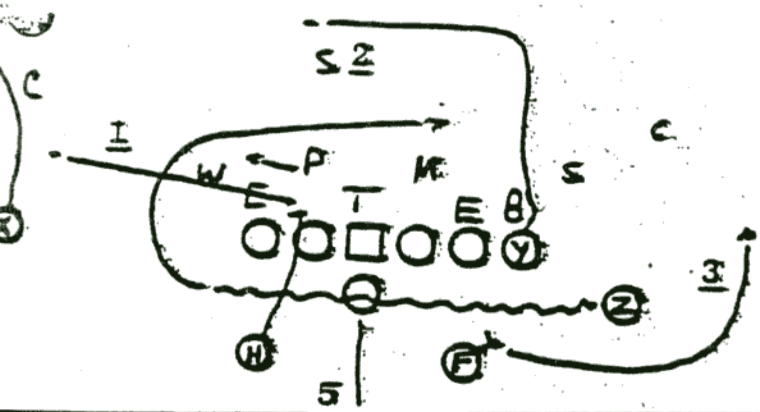
H.B. ...RIPS RIGHT - ...EFT

[redacted]



[redacted] RIGHT "F" LEFT

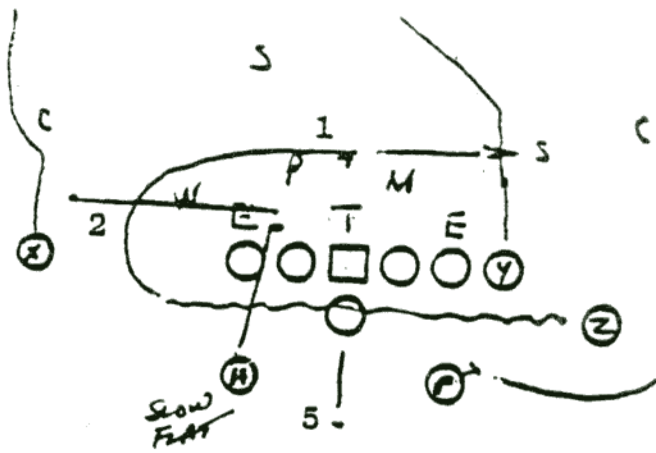
20 H.B. SLOW FLAT



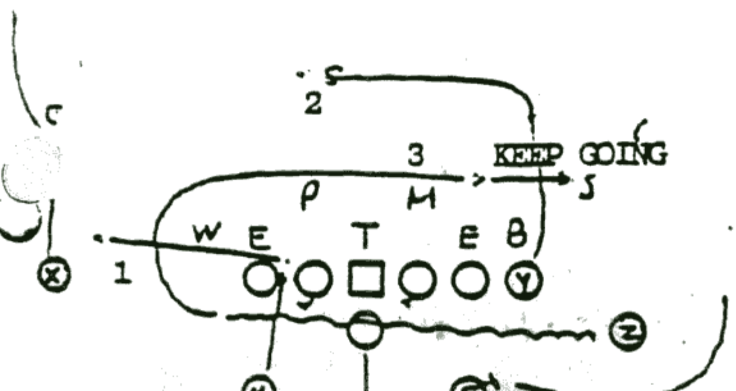
RED RIGHT - 'F' LEFT

[redacted]

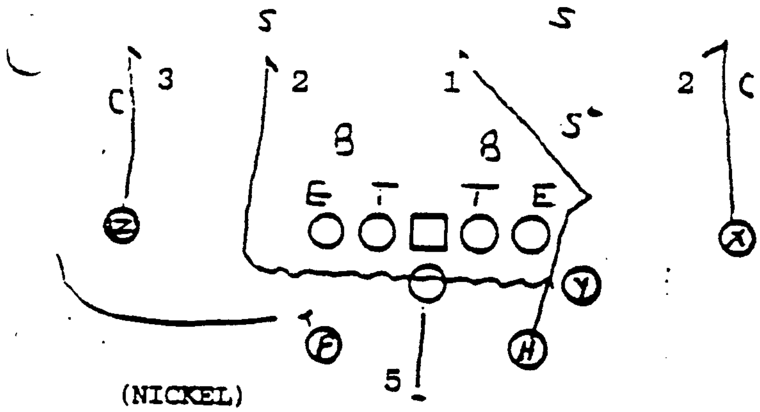
Possible



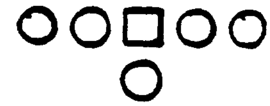
RED RIGHT - 'F' LEFT
20 H.B. SLOW FLAT

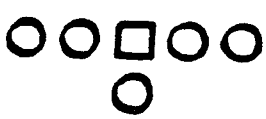


21 H.B. CURL

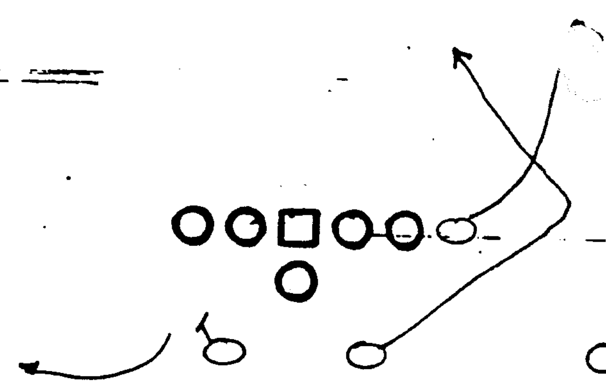


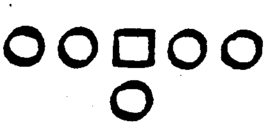
(NICKEL)

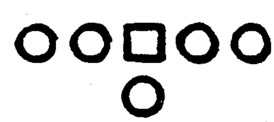




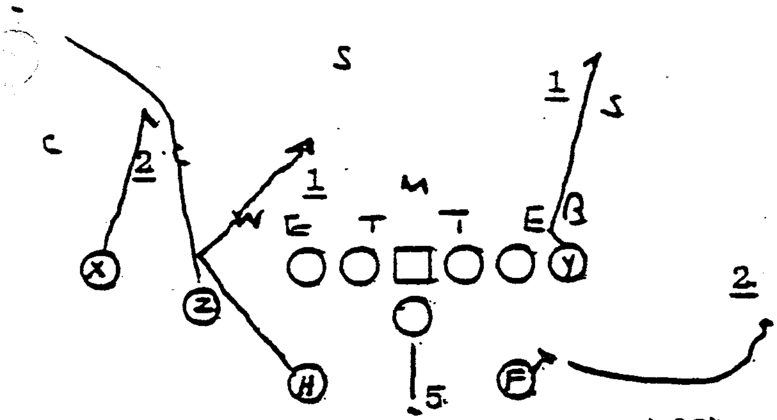
HB Curl
* route next go out





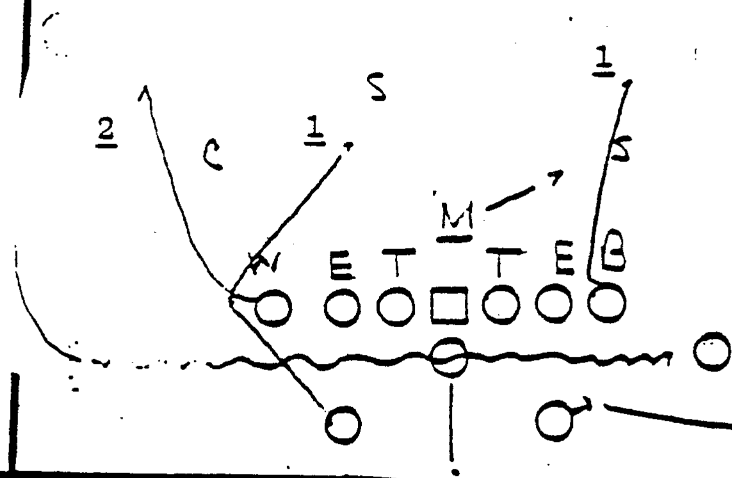


20 H.B. CURL

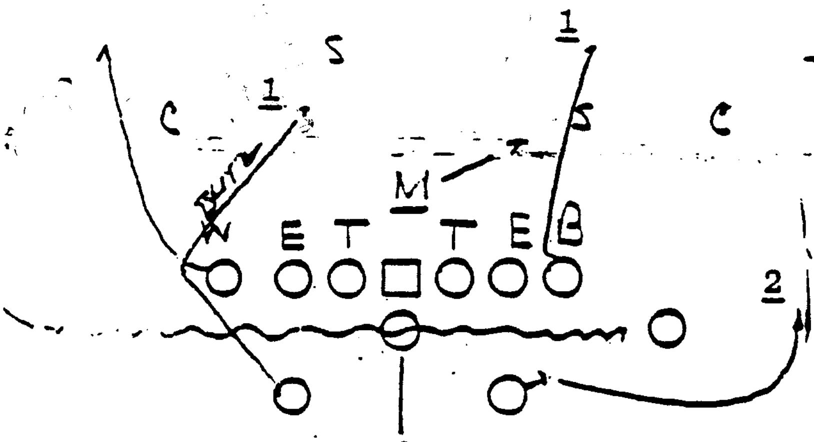


(+10)

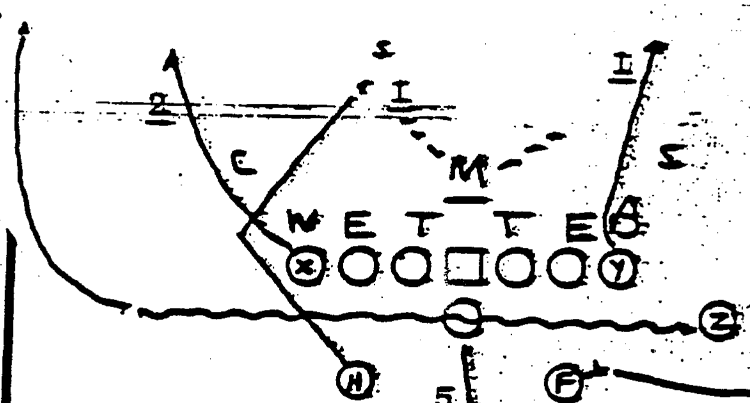
20 H.B. CURL



RED RIGHT TIGHT - 'F' LEFT
20 H.B. CURL

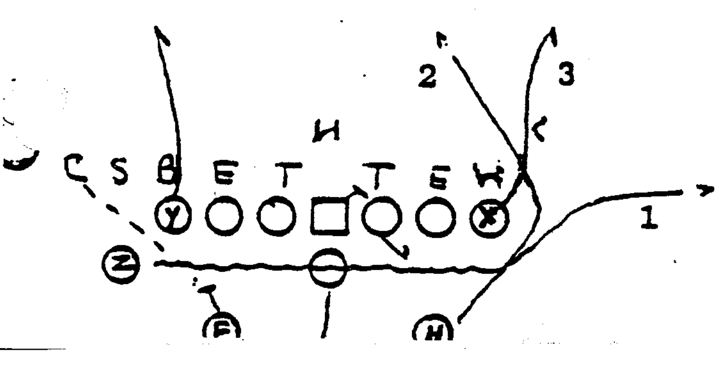


RED RIGHT TIGHT - 'F' LEFT
20 H.B. CURL

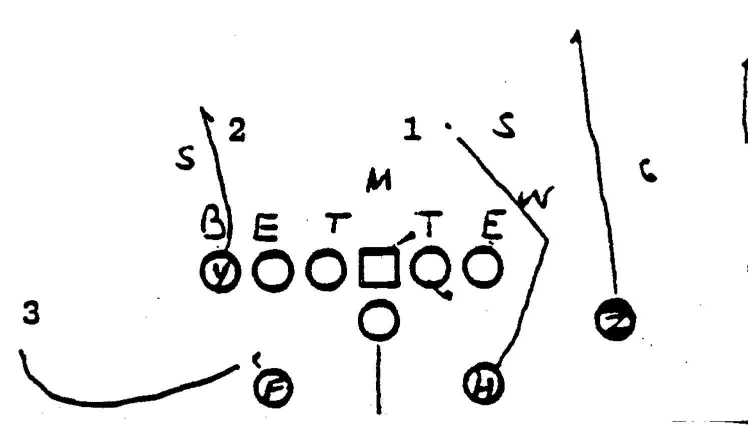


(Also: Red Left Slot/+10) (1st/

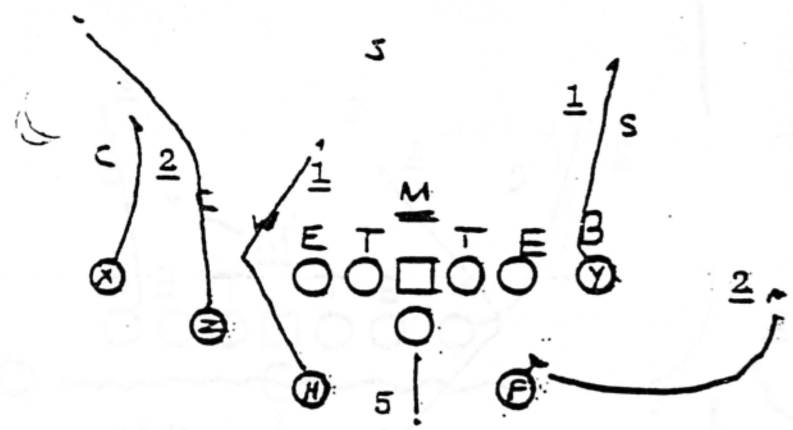
RED LEFT TIGHT CLOSE - 'F' RIGHT
21 H.B. CURL



RED LEFT SLOT
21 H.B. CURL

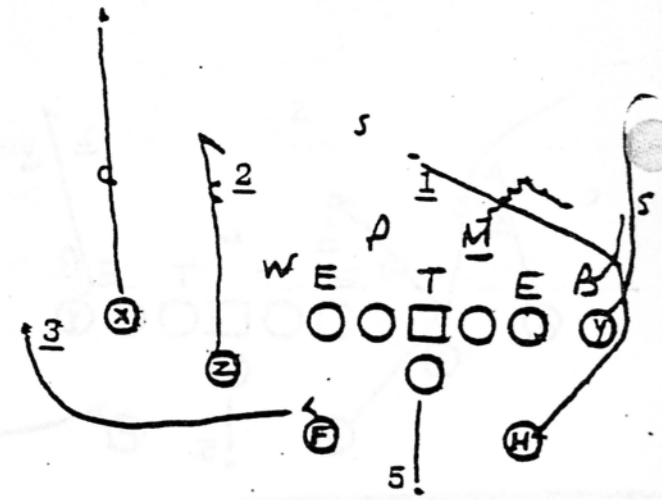


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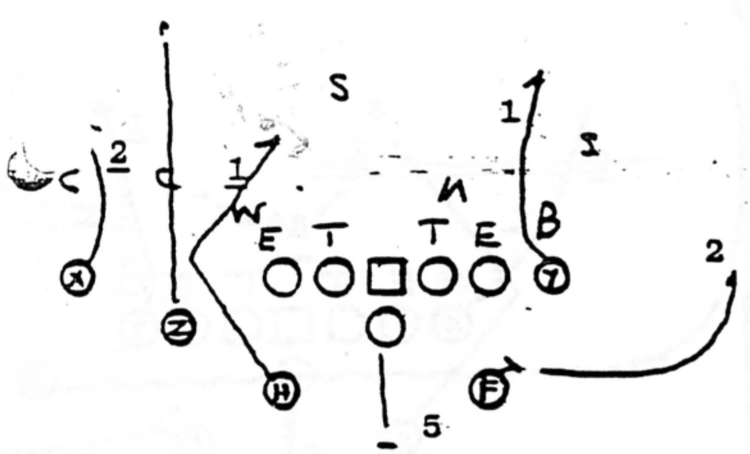


(ALSO: BROWN - 'B' STRONG)

CHANGE RIGHT SLOT
21 H.B. CURL

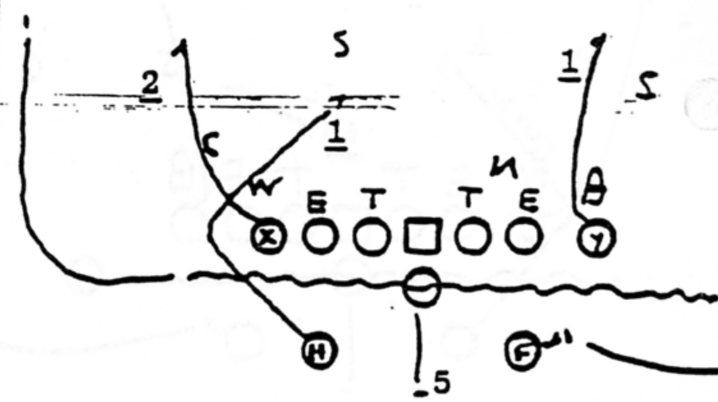


RED RIGHT SLOT
20 H.B. CURL

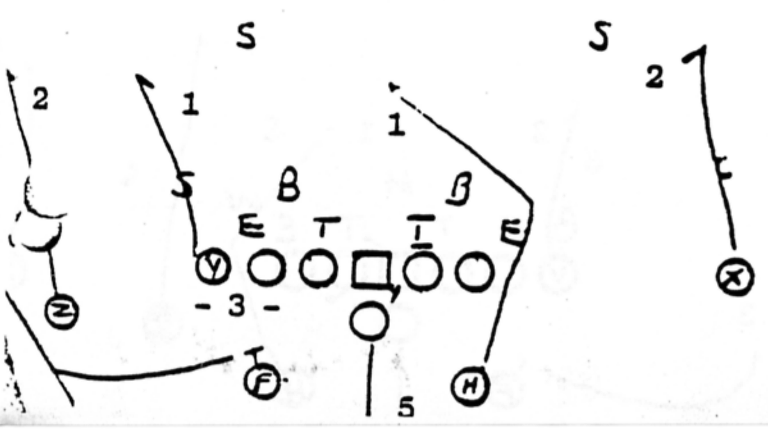


RED RIGHT TIGHT - 'F' LEFT
20 H.B. CURL

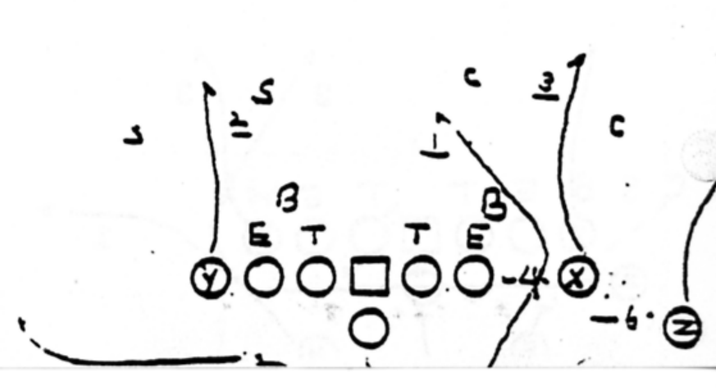
Curl



RED LEFT
21 H.B. CURL

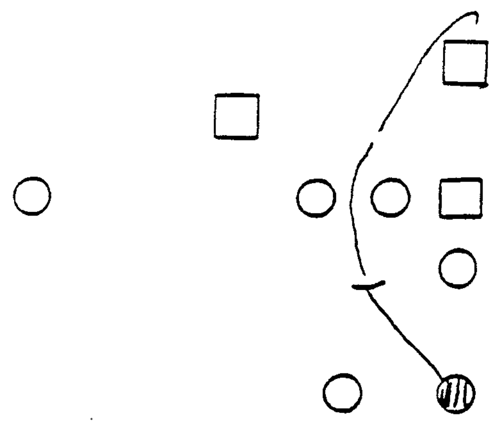


RED LEFT ZOOM
21 H.B. CURL

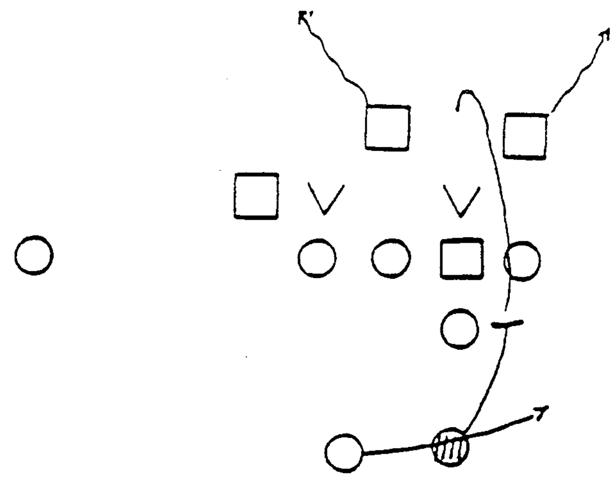


OFFENSIVE BACKFIELD PASS ROUTES

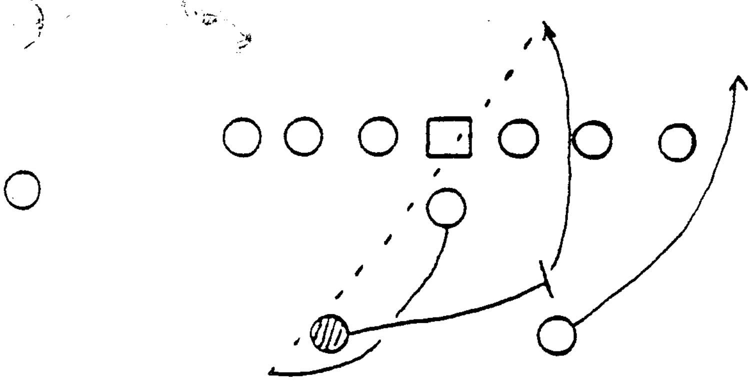
THRU



FB THRU (74 ACTION)



FB THRU (i.e. Pass FB 2)

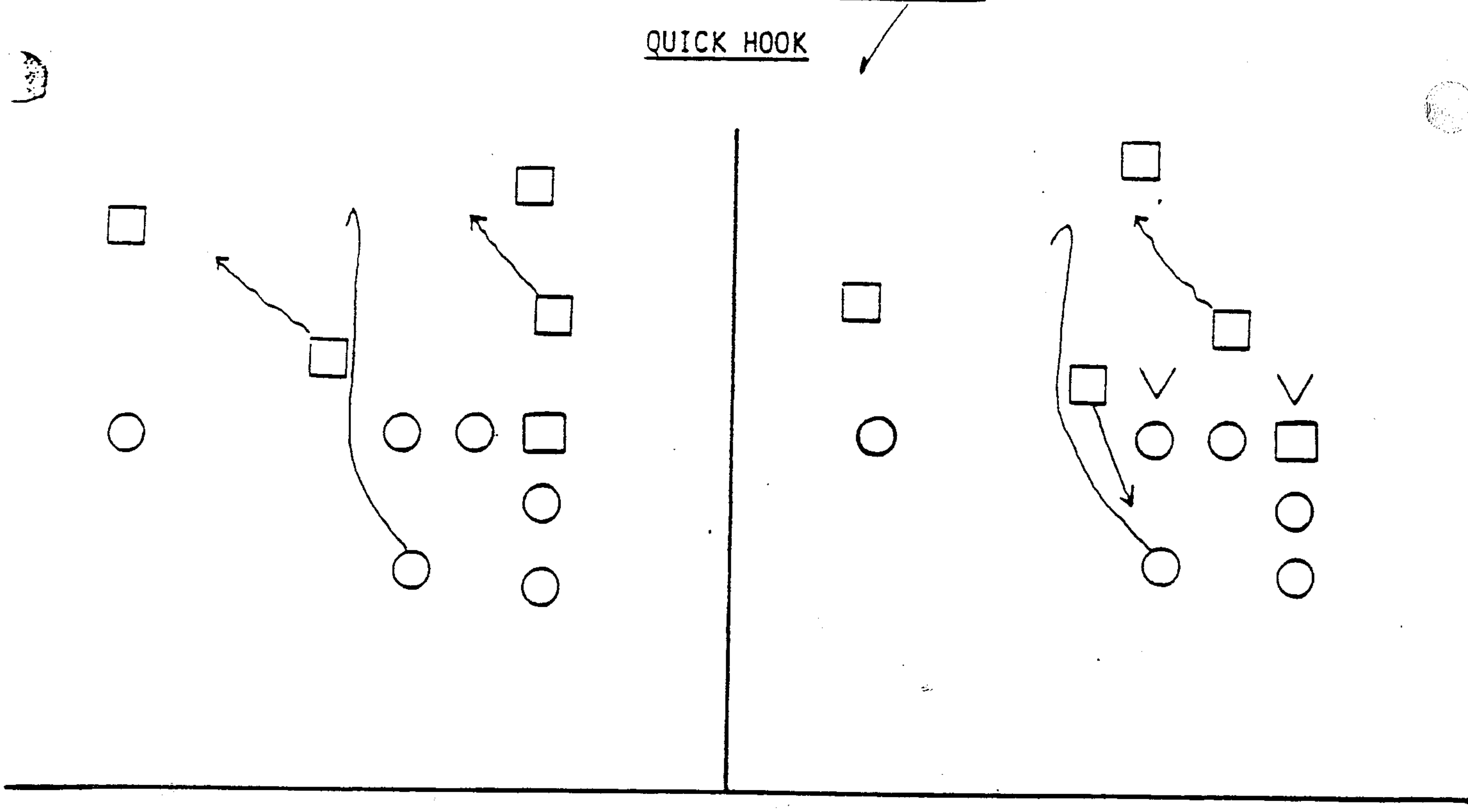


HB THRU (ALERT CALL) WAGGLE ACTION

1. Check linebacker - 2 to 3 count delay on release.
2. Move into line of scrimmage - allowing pass rush to push past you. Stop momentarily for 2-3 count.
3. Release inside offensive tackle. Stay low - do not attract attention.
4. Move at 1/4 speed look for ball as you clear line of scrimmage - looking over inside shoulder.
5. If ball is not thrown - set down at 4 to 5 yard depth. Do not continue upfield.

OFFENSIVE BACKFIELD PASS ROUTES

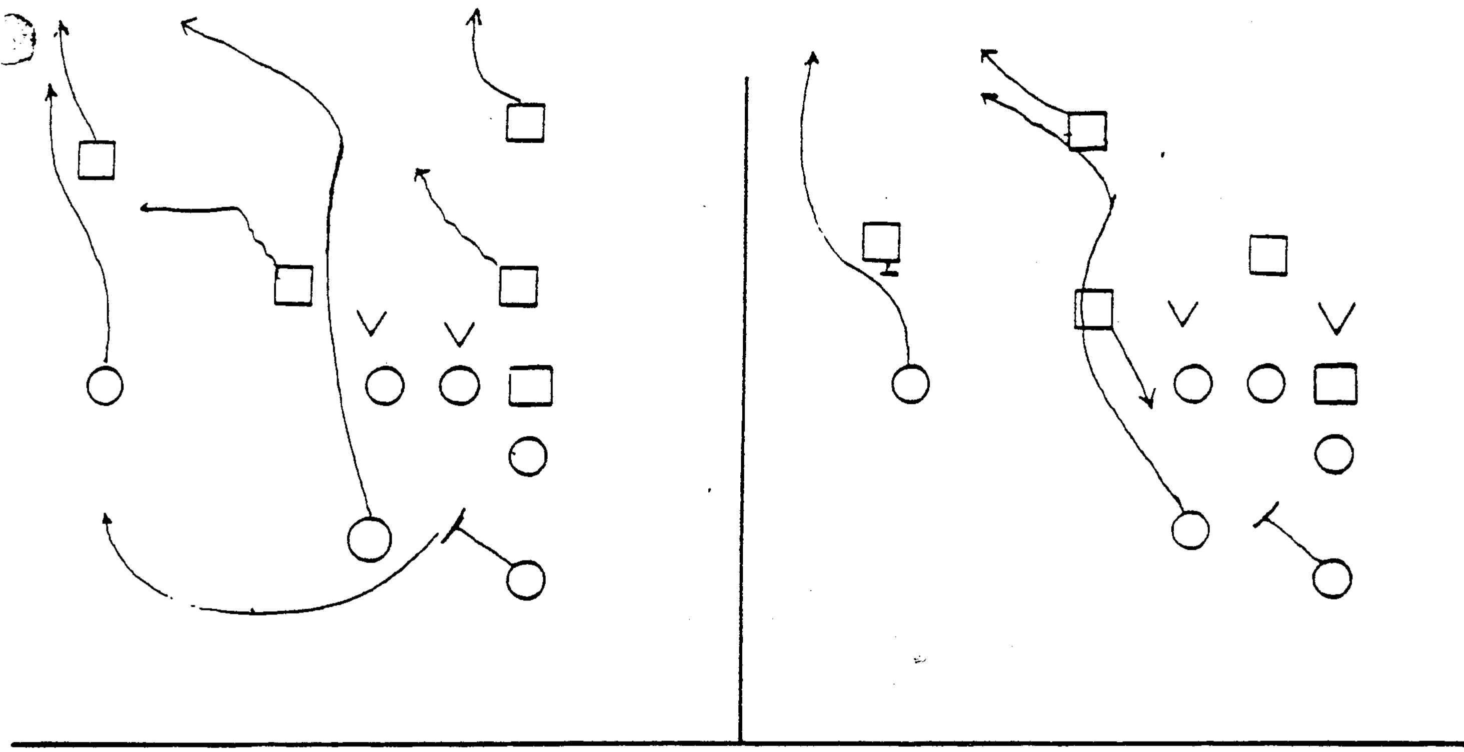
QUICK HOOK



1. Check linebacker your side (unless Scat) - immediate release.
2. Release outside defensive end if at all possible.
3. Upon release, drive directly upfield for last 5 yards if possible.
4. A depth of hook will vary 7-10 yards according to opponent.
5. Beware of M backer as you work upfield. If he turns toward you, hook to outside - between M & W. If the M backer turns away - hook between W and the corner back position.
6. Must be stationary target, facing QB with your eyes on him.
7. Go to ball when it is thrown.
8. If W backer attempts to stop you near line of scrimmage, release to his outside.

OFFENSIVE BACKFIELD PASS ROUTES

CORNER



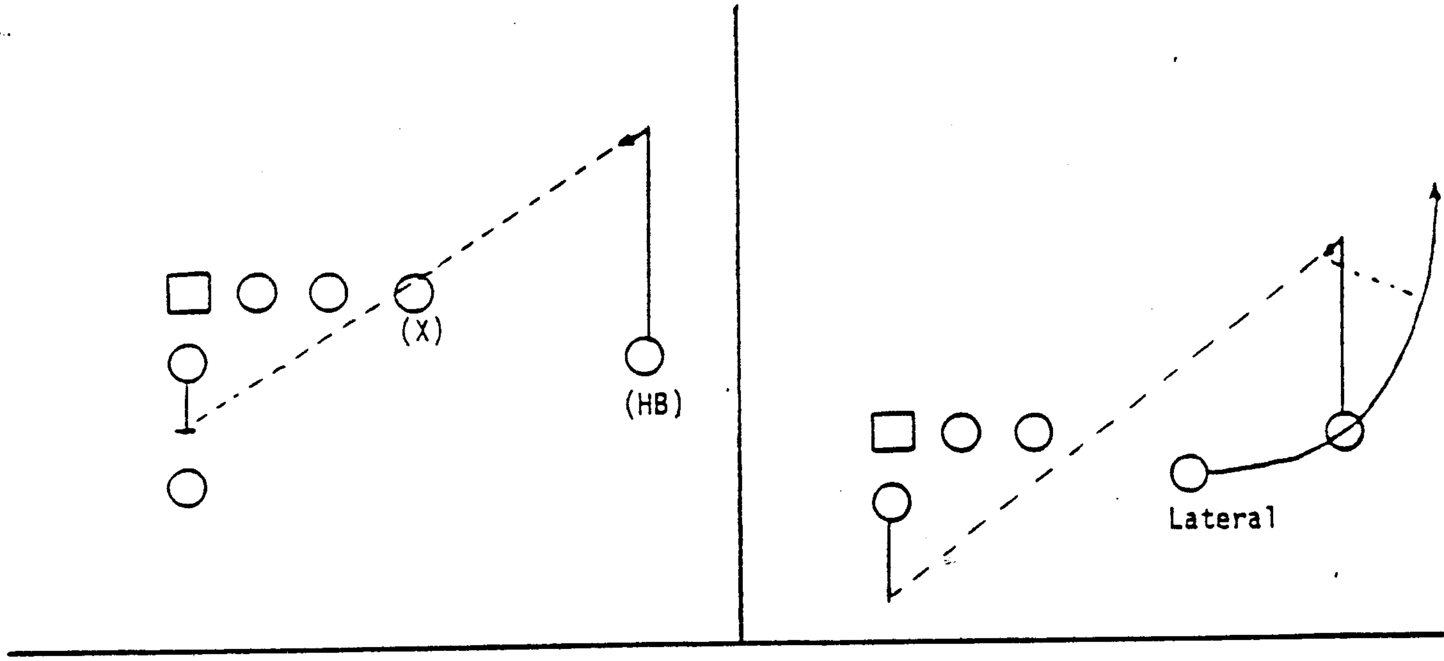
CORNER

1. Scat
2. Position yourself before snap, must have outside release on defensive end.
3. Drive straight upfield aware of weak linebacker.
4. Break to outside 8-10 yard depth. Angling behind weak linebacker.
5. Cannot be forced to angle outside until you reach the breaking point. Must go straight upfield for the last 5 yards prior to break.
6. This is a moving pattern. Must not break until parallel to weak linebacker's drop.
7. Look for ball on break - quarterback may stop you with throw.
8. Ball is caught at 18-20 yard depth. After break, you should be running at 3/4 speed.
9. Ball will be thrown to you <u>only</u> if you are safely behind the drop of the weak linebacker.
10. If hit or forced well off course - continue to get depth - find area where ball is normally thrown. You must clear.

OFFENSIVE BACKFIELD PASS ROUTES

HITCH

put w/WR

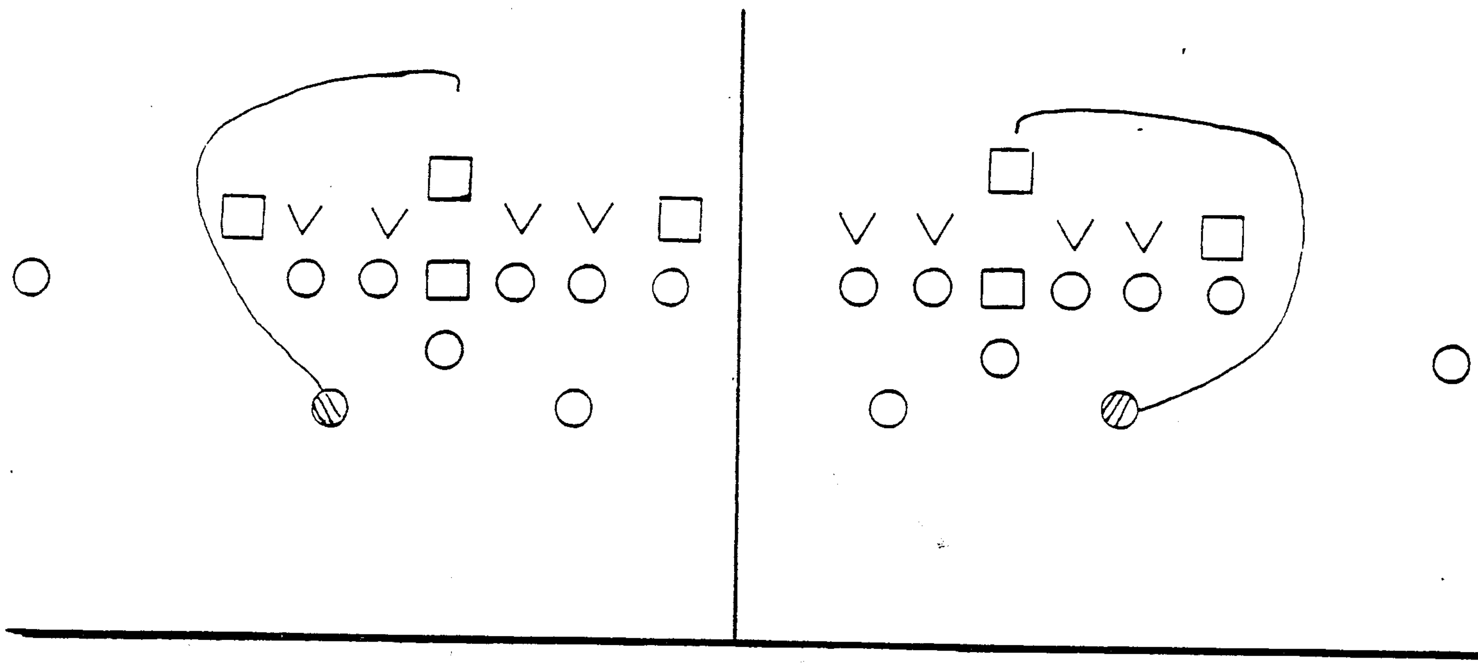


HITCH

1. Most often utilized from far Double Wing formation.
2. Pivot - face QB in a stationary position. Alert for ball immediately.
3. Concentrate on the QB - watch ball leave his hand. Must secure catch before running.
4. After catch work straight up sideline. Don't stop to dodge individual defenders. Gain from this catch.

OFFENSIVE BACKFIELD PASS ROUTES

CIRCLE ?

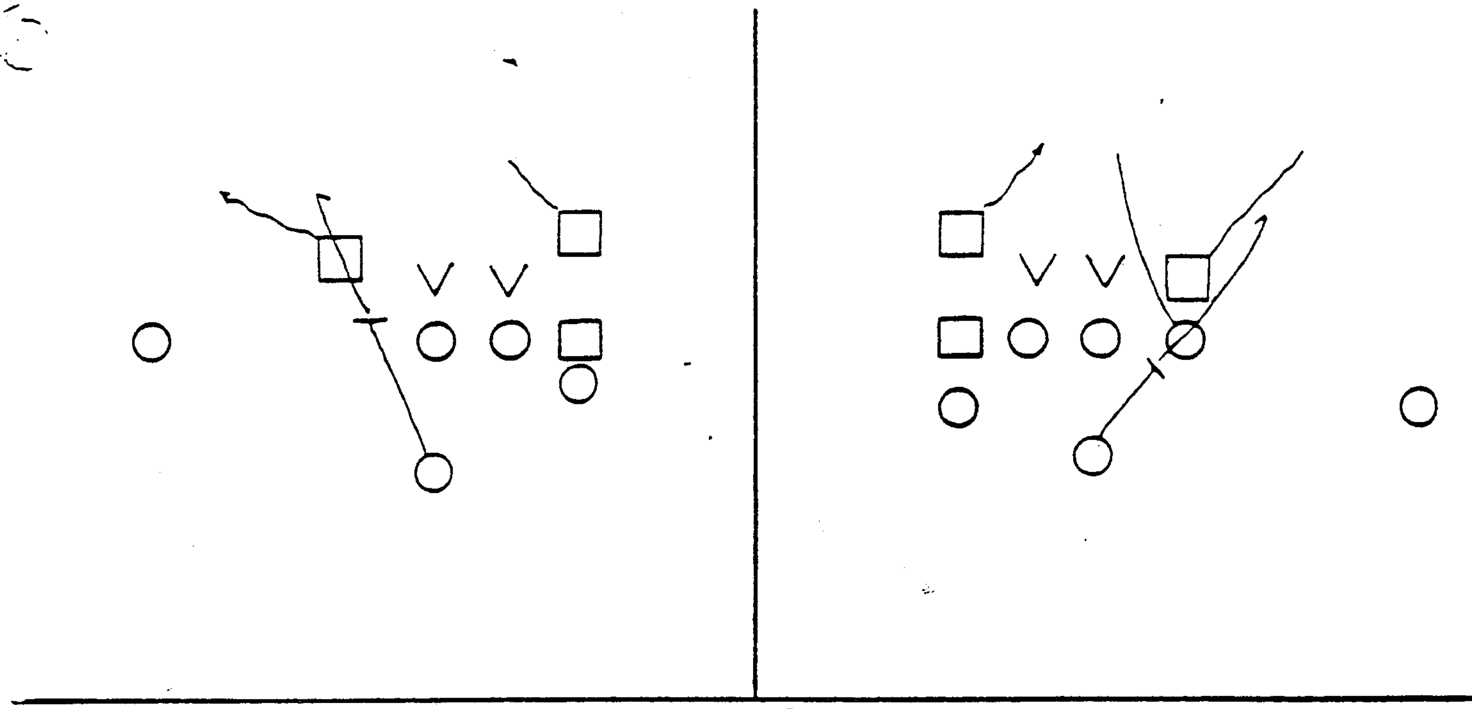


CIRCLE

1. Check linebacker your side (unless Scat) - immediate release.
2. Must release outside defensive end.
3. Release course is directly to sideline turning upfield at 2-3 yard width - turn back to inside at 3-5 yard depth, set down over ball.
4. Must operate parallel to line of scrimmage when releasing to outside - then circling back to inside.

OFFENSIVE BACKFIELD PASS ROUTES

QUICK STOP

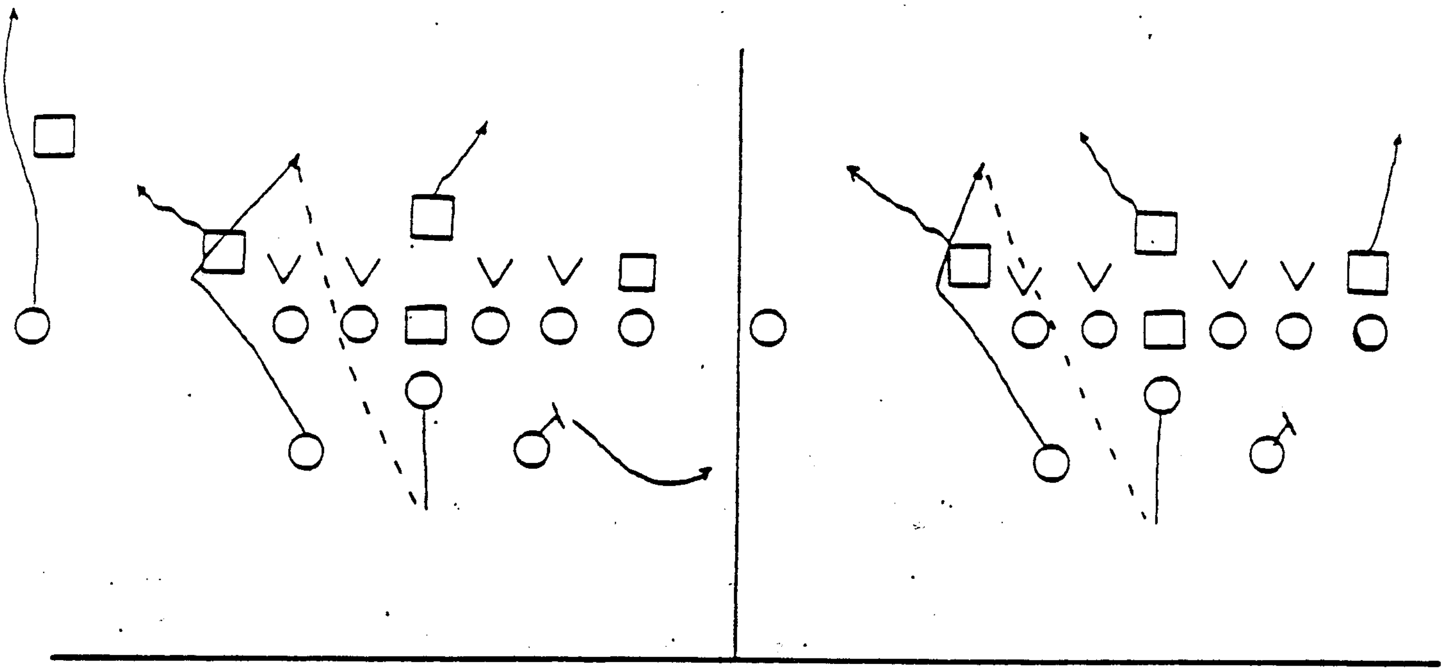


QUICK STOP

1. Check linebacker to your side - immediate release to aggressive block (i.e. 324 Double Quick Out).
2. Release outside defensive ends push.
3. Vs No Blitz - release 2 yards downfield turn back to QB.
4. Be decisive but alert to slide if QB moves.

OFFENSIVE BACKFIELD PASS ROUTES

CURL



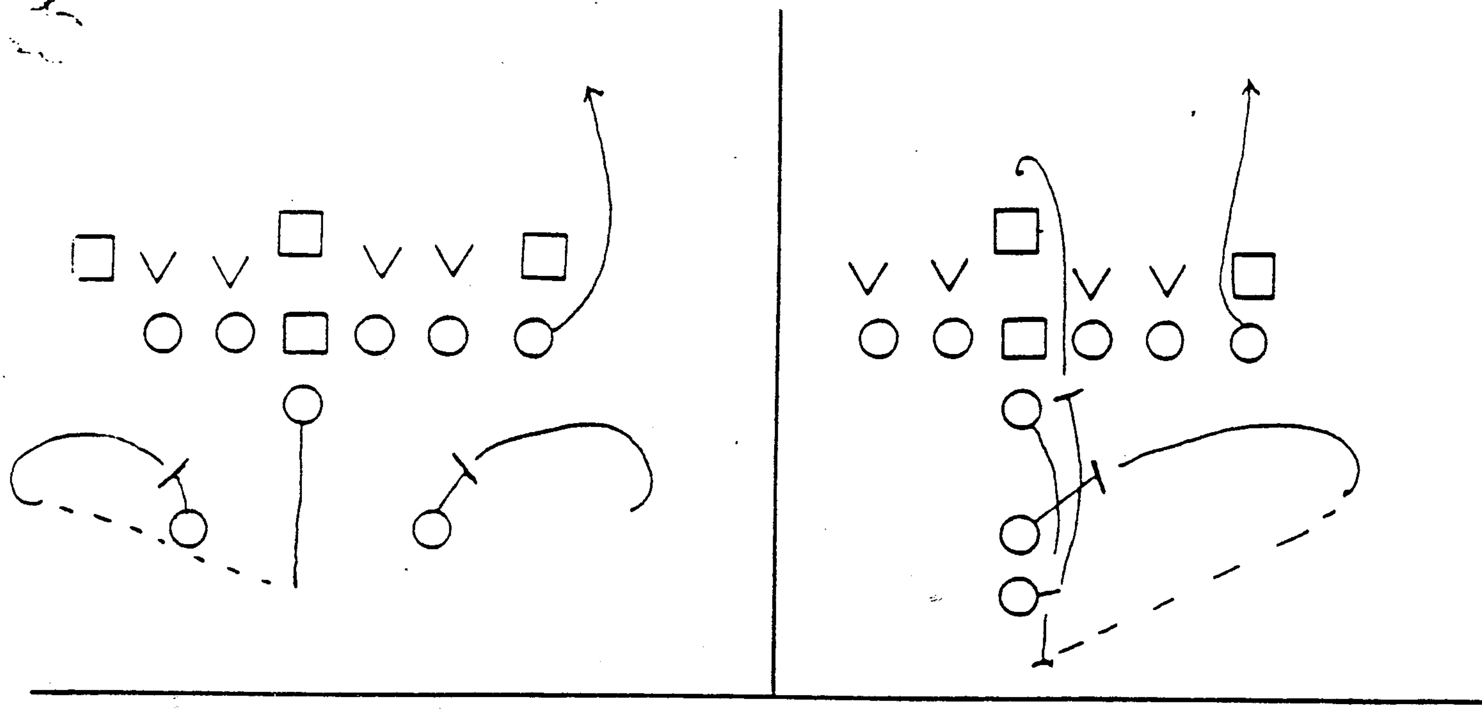
CURL

1. Check linebacker your side (unless Scat) - immediate release.
2. Position yourself prior to snap for best possible release route.
3. Release outside defensive end if allowed by his defensive alignment. Vs wide defensive end - release inside.
4. Angle slightly to outside - reading M backer. If he turns to opposite side, break to inside at 2-4 yard depth - look for ball immediately. If M backer backpeddles straight back, continue straight upfield, look for ball at 2-4 yard depth. If M backer turns toward you, work straight upfield - attract him if possible.
5. After catch, turn straight upfield - do not be forced to run with ball parallel to LOS.
6. Ball should never be caught past the original position of the Center.

OFFENSIVE BACKFIELD PASS ROUTES

screen release

SLOW FLAT



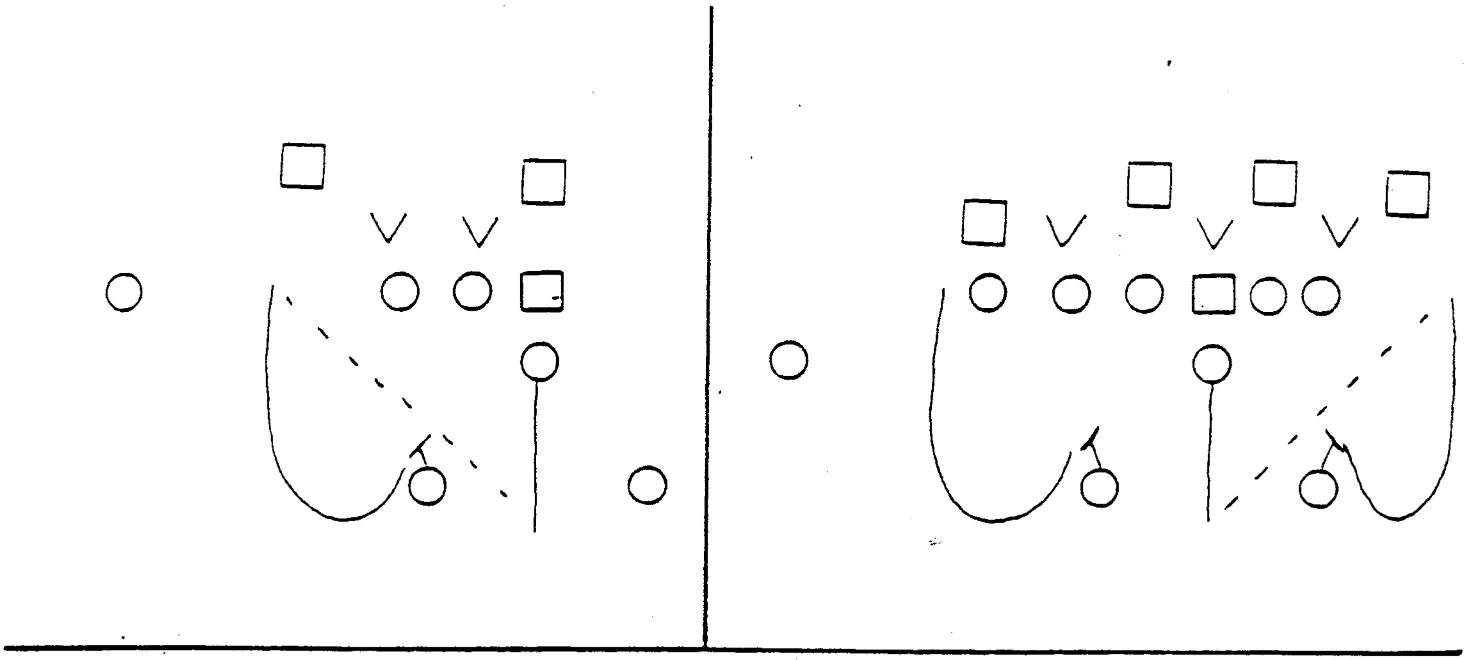
SLOW FLAT

1. Check linebacker - 2 to 3 count delay on release.
2. Move into LOS - allow rush to push past you.
3. Take best release to a position 2 to 3 yards deep and 2 to 3 yards from Y on the weak side tackle.
4. Face QB - alert to slide if QB moves.

CREASE

OFFENSIVE BACKFIELD PASS ROUTES

M PATTERN



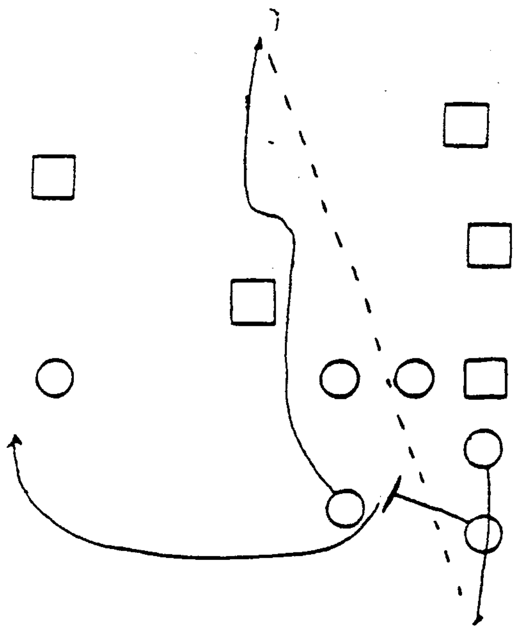
M PATTERN

1. Check linebacker your side (unless Scat) - one count delay on release.
2. Release outside defensive end's rush.
3. Get width for 3-5 yards outside offensive tackle.
4. Turn directly upfield - ball should be caught close to the LOS.
5. Must catch ball between defenders - working straight upfield.
6. After catch, look to run between converging defenders.
7. Let QB see your eyes - so he canbe sure you are alert.

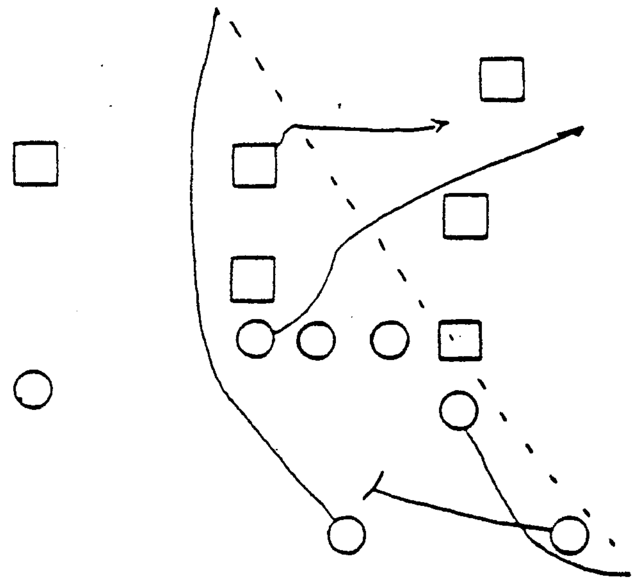
TAKE-OFF

OFFENSIVE BACKFIELD PASS ROUTES

UP



HB - UP (78 ACTION)



FB CLOSE (WAGGLE ACTION)

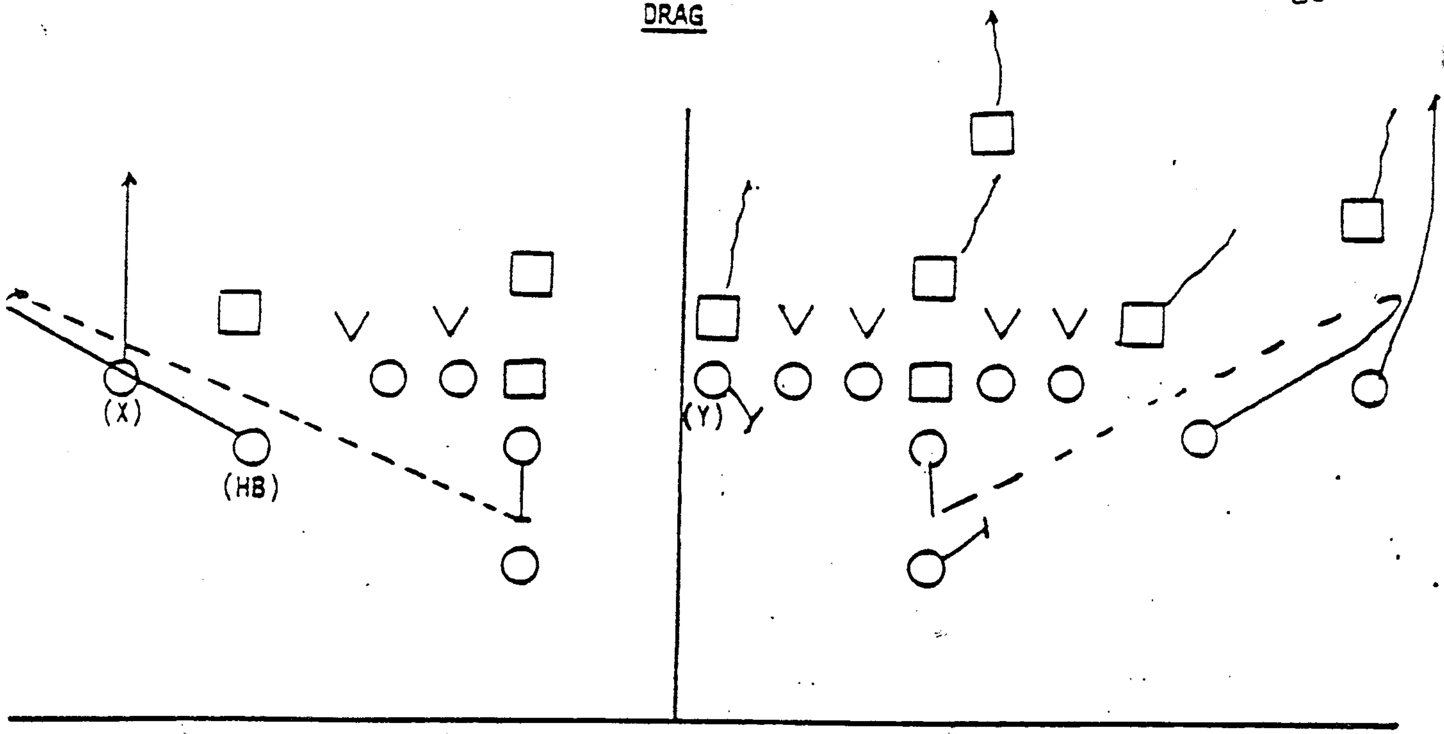
UP

1. Scat - unless otherwise indicated.
2. Position yourself for free release outside defensive end position.
3. Release straight upfield - must not be held up. Release should be inside W Backer. Must get depth downfield.
4. At 5-7 yard depth an outside move is made - then a burst straight upfield. This is done if you are getting coverage from the middle backer.
5. If hit and held up - recover - continue downfield on same course.
6. Look for ball at 10-20 yard depth.

SIMILAR TO OUR LEVEL

OFFENSIVE BACKFIELD PASS ROUTES

DRAG



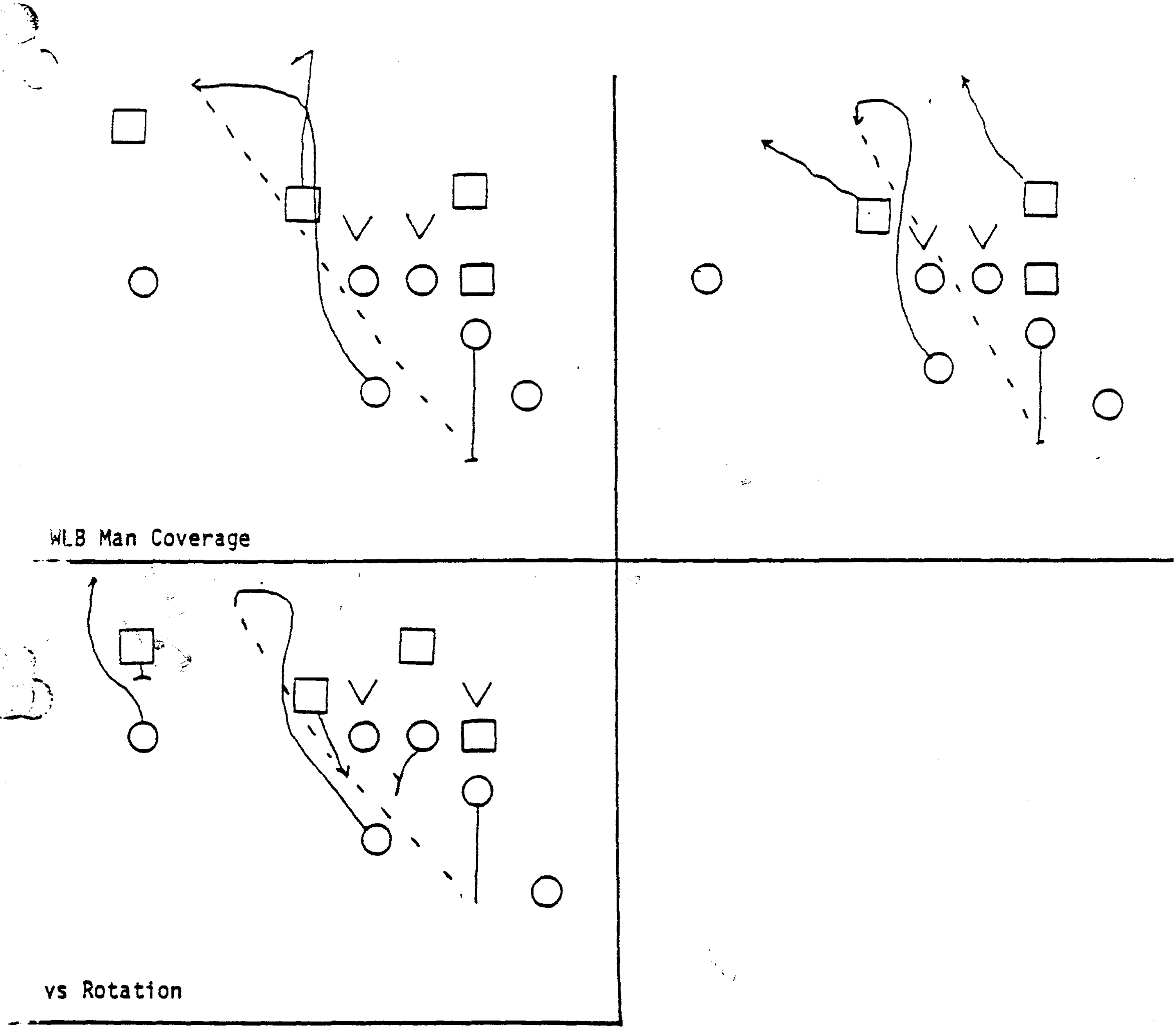
DRAG

1. Most often utilized from double wing post.
2. At snap - drive at full speed directly to a point 3 yards deep, 3 yards from sideline.
3. Pivot - face QB in a stationary position. Alert for ball immediately.
4. Concentrate on the QB - watch ball leave his hand. Must secure catch before running.
5. After catch work straight up sideline. Don't stop to dodge individual defenders. Gain from this catch.
6. Must get proper width and get there quickly.

OFFENSIVE BACKFIELD PASS ROUTES

SIMILAR TO CHOICE

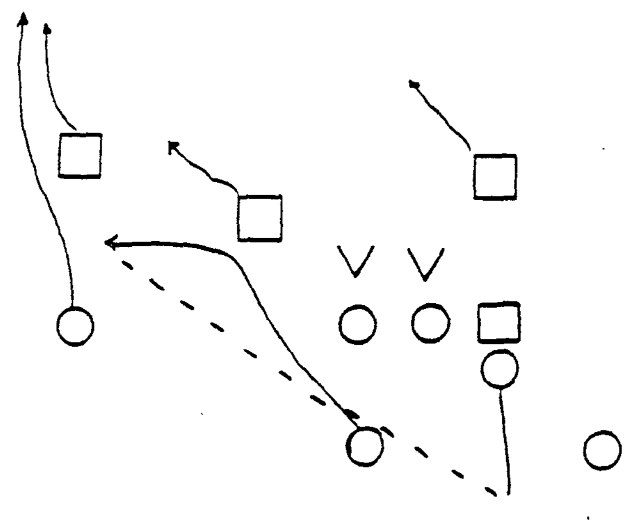
FAN



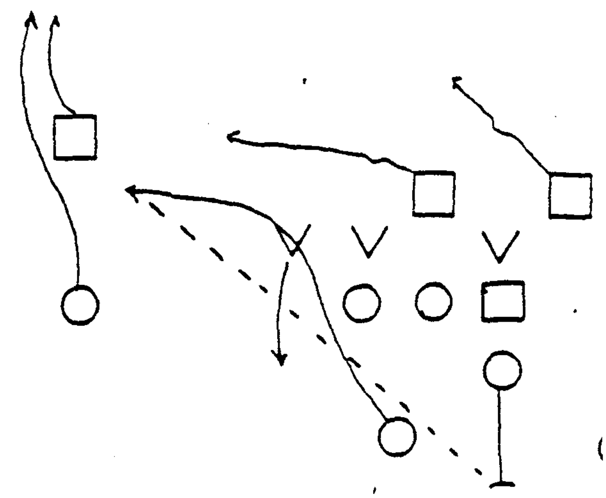
1. Scat - unless otherwise specified.
2. Position yourself in position necessary to gain free and immediate release upfiel
3. Release outside defensive end if at all possible - release decision must be made prior to snap.
4. Drive straight upfield after release - read linebacker drop combination (M-W). Breaking point is at 8-10 yard depth. Cannot be forced off course as you release upfield. 1) Vs W Dog - break to sideline at 6-8 yard depth. Look for ball immediately. 2) Vs basic M&W Backer drop - hold your position vs M - if you can break behind W, do so - if he widens with depth, set down between M&W. 3) Vs rotation (Cover 4) set down between backer and rotating corner.
5. Must be decisive. QB must be able to read your decision immediately. Do not be forced off course. Do not lose speed on break.
6. If hit or held up as you release, you must recover immediately and get depth upfield to force linebackers into the deepest part of their zone.

OFFENSIVE BACKFIELD PASS ROUTES

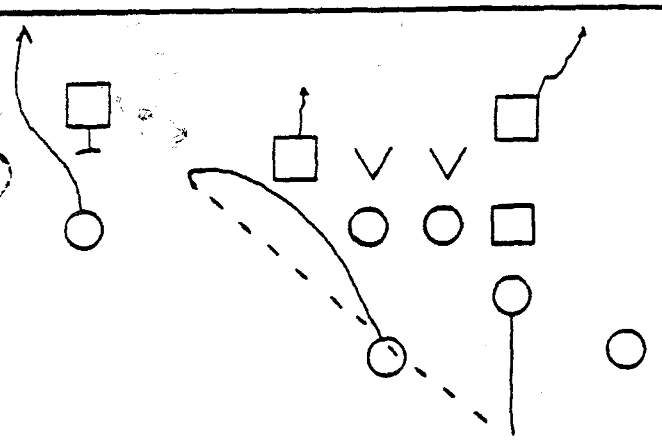
FLAT



BASIC PATTERNS



INSIDE RELEASE VS WIDE DEFENSIVE END

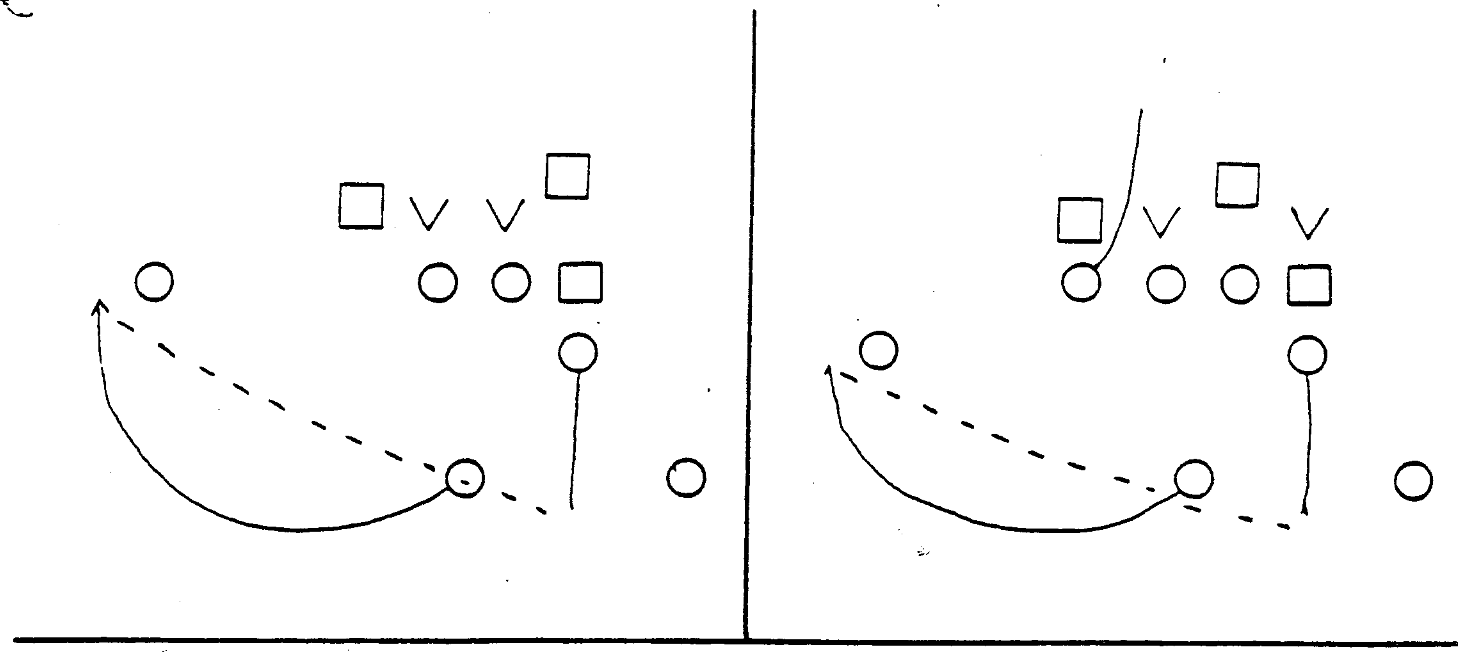


VS ROTATION

1. Check linebacker your side (unless Scat) - immediate release.
2. Position yourself prior to snap for best possible release route.
3. Release outside defensive end if he gives clearance prior to snap. Vs wide defensive end release inside.
4. Break to outside at 2-5 yard depth. This will vary according to opponent.
5. On break locate cornerback - vs normal coverage break directly to sideline - expect ball immediately. After catch, turn upfield along sideline.
6. Vs cloud action (rotation) by corner - set down - become stationary target (do not drift).
7. If backer retreats into your path - set down stationary target (do not drift).

OFFENSIVE BACKFIELD PASS ROUTES

WIDE

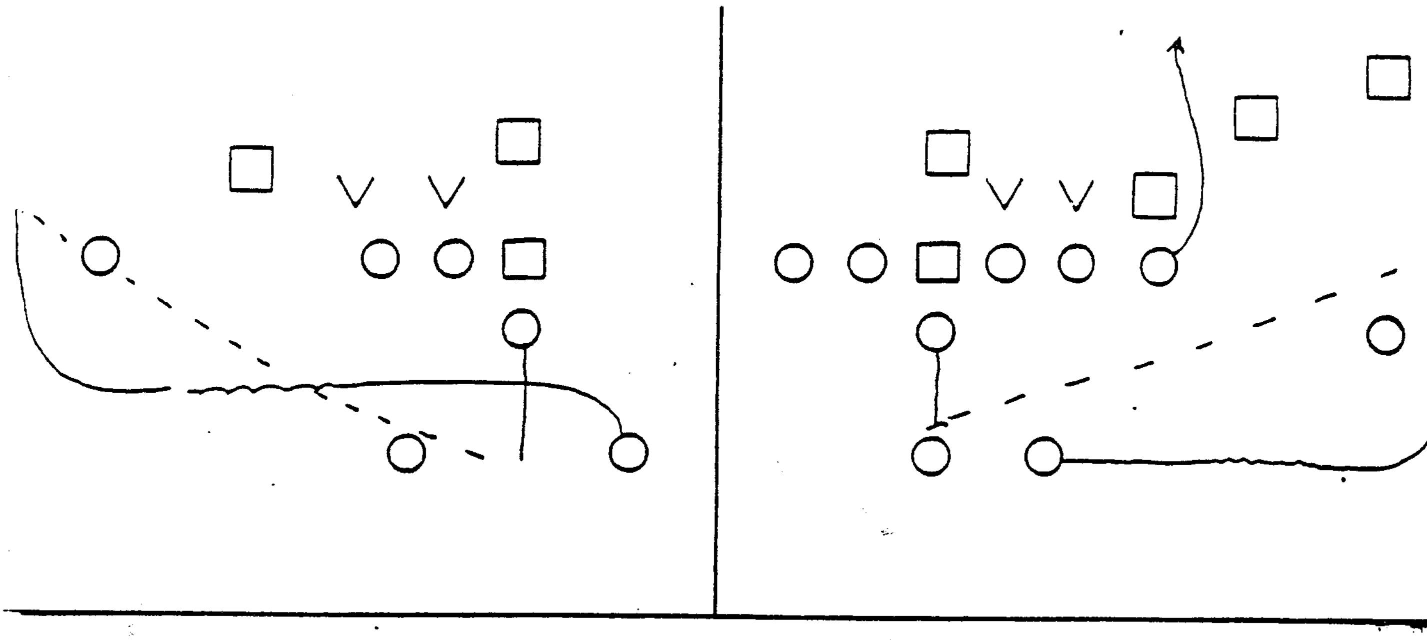


WIDE

1. Check linebacker your side (unless Scat) - immediate release.
2. Release must be outside rush of defensive end.
3. Release laterally - parallel to line of scrimmage or may lose a yard through a 10 yard width - turn upfield looking over inside shoulder. Your path should be slightly toward the sideline working upfield as ball is caught.
4. After catch, operate along the sideline getting as much yardage as possible before defense can reach you.
5. Can be utilized with backfield motion.

OFFENSIVE BACKFIELD PASS ROUTES

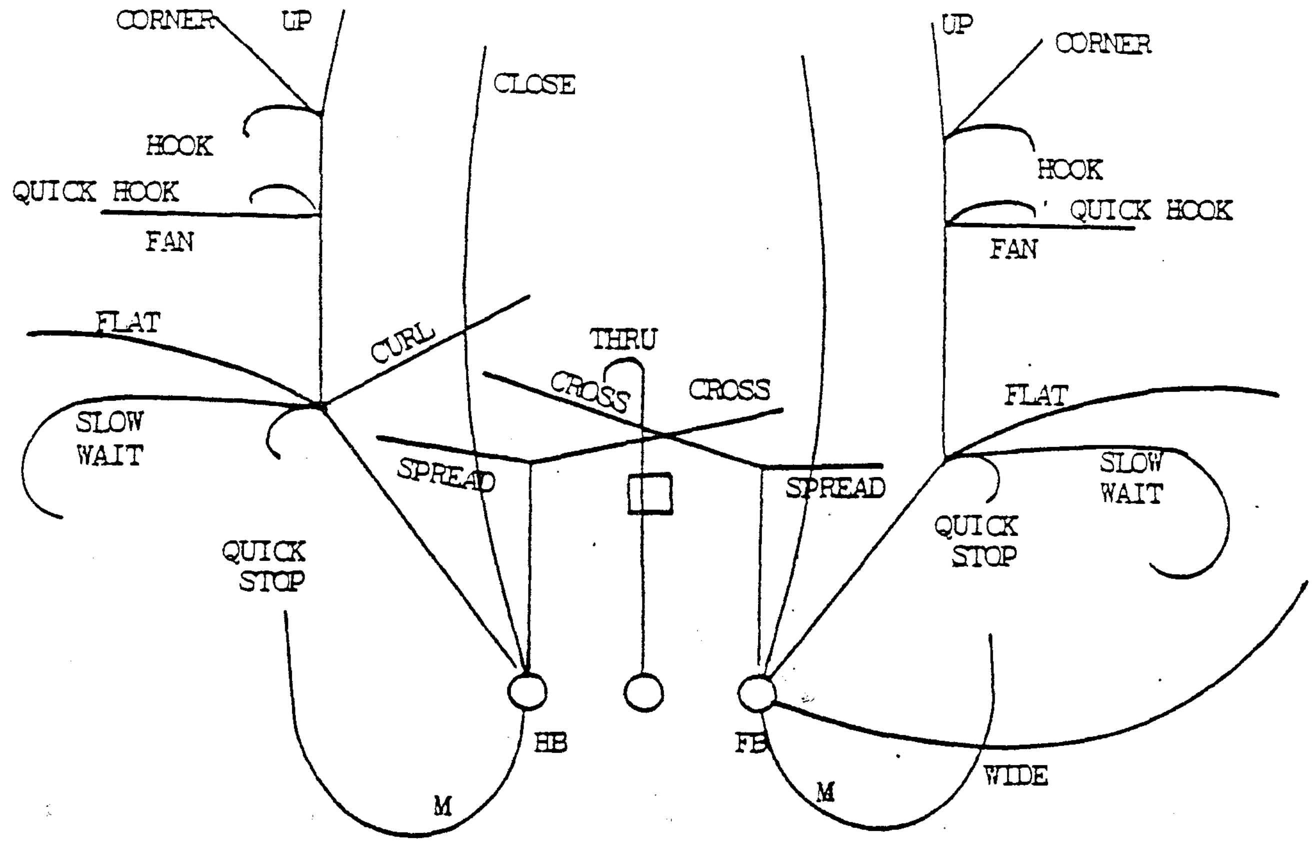
RIM



RIM

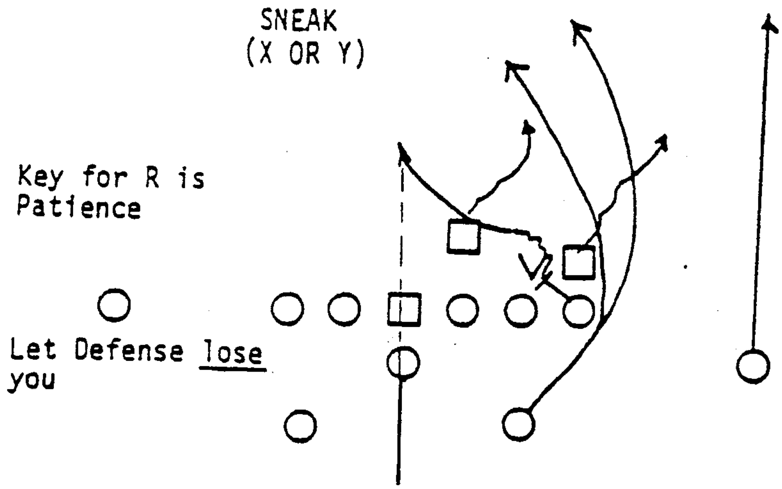
1. Most often utilized with backfield motion.
2. If in motion - swing upfield 3 yards from sideline at snap of ball.
3. Move at three quarter speed - pivot to stop 3 yards deep, facing QB.
4. Must be stationary - concentrating on QB.
5. If ball is thrown to you - concentrate on watching it leaving QB's hand. Must secure catch before running.
6. After catch - work straight up sideline. Don't stop to dodge individual defenders.
7. Must make at least a 6 yard gain from this catch.
8. Do not rush motion. Can lose ground to LOS while in motion.

RUNNING BACKS PASS PATTERNS



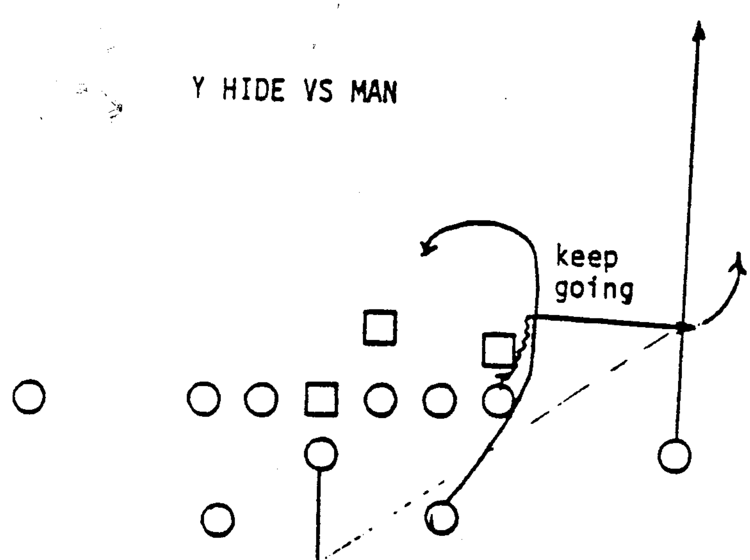
FLAT:	Release at outside linebacker - break at 3 to 5 yards depth. Sit on sideline if you do not get the ball.
FAN:	Release at oustide linebacker - drive up field - break at 6-8 yards depth
HOOK:	Release at outside linebacker - drive up field - hook at 8 to 10 yds. dep
QUICK HOOK:	Release at outside linebacker - drive up field - hook at 6-8 yards.
CURL:	Release at outside linebacker - break across gain - 1 to 6 5 to 7 yds. de
CORNER:	Release at outside linebacker - drive up field 10 yds. and break for corne
CLEAR:	Release at outside linebacker - drive up field - bend in slightly towards middle of the field.
WIDE:	Release laterally through an area 12 to 15 yds. outside of offensive tackl You should lose a yard to a yard and a half as you release. The ball will be delivered as you cross the line of scrimmage.
CROSS:	Release inside of defensive end. As you clear line of scrimmage, break across field gaining a depth of 4 to 6 yds. FB's cross at 6 yards. HB's cross at 4 yds.
SPREAD:	Release inside of defensive end. As you clear line of scrimmage, break out gaining a depth of 4 to 6 yds.
"M":	Release from your stance losing ground to avoid the rush of the defensive end. Widen 5 to 6 yards outside of offensive tackle. Look for ball as you near line of scrimmage.
SLOW WAIT:	Release at outside linebacker, widen 5 yards down line of scrimmage, curl back and look for ball.
THRU:	Release through onside guard center gap - hesitate - get up field 3-5 yards. Turn and look for ball.
QUICK STOP:	Release at outside linebacker - hook at 2 yards depth.

HIDE-SNEAK



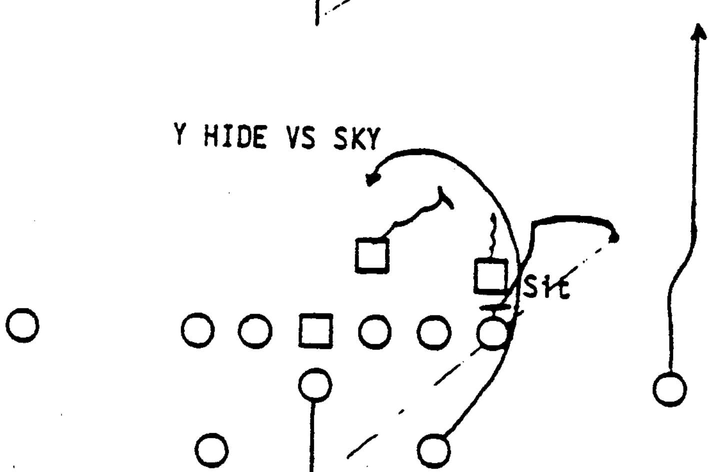
1. 1 FOOT SPLIT
2. DRIVE BLOCK - FALL DOWN
3. FIND M BACKERS
4. GET UP BETWEEN M'S

QUARTERBACK: 7 STEP DROP
1. FIND M BACKER
2. GIVE RECEIVER TIME TO GET UP.
3. DO NOT TELEGRAPH

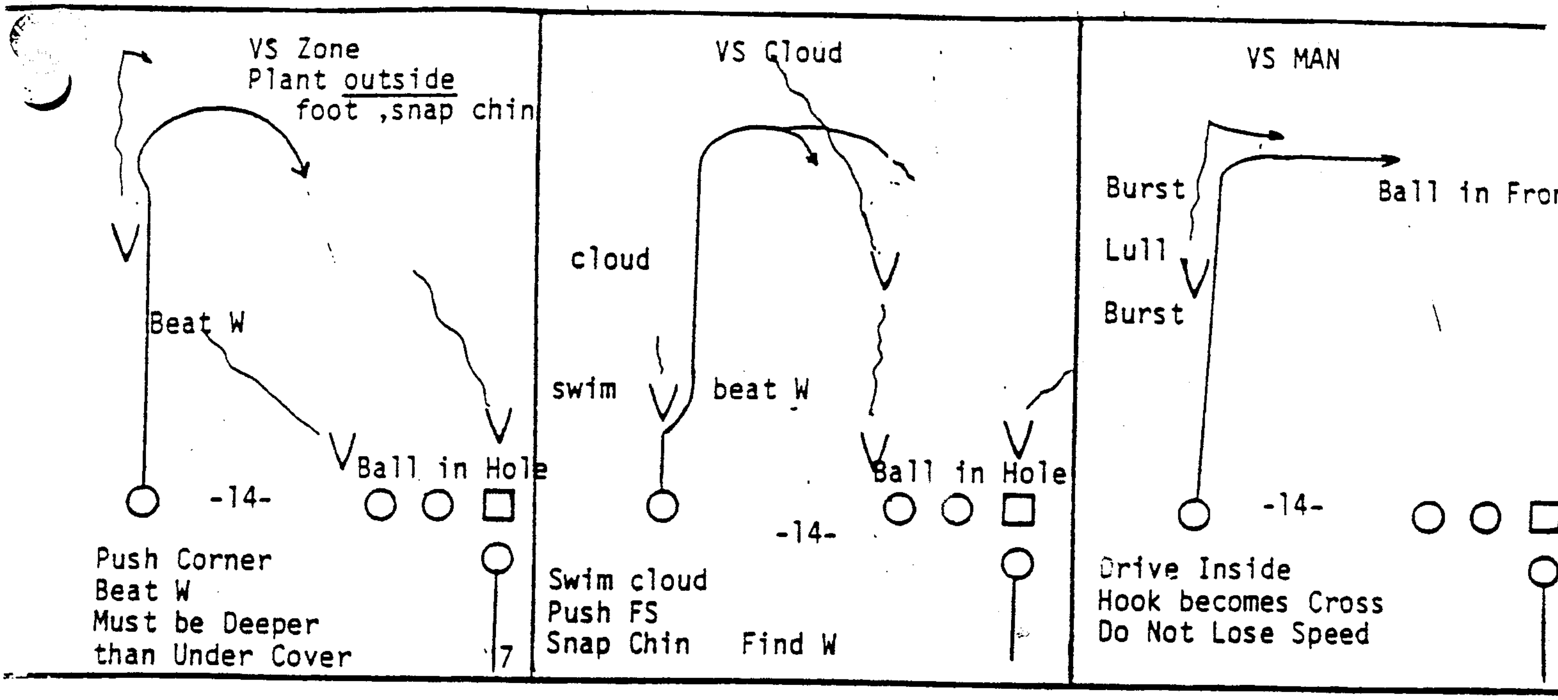


2. 1 FOOT SPLIT
2. DRIVE THRU B - SHOULDER
3. LET FB CLEAR
4. BREAK-OUT

QUARTERBACK: 7 STEP DROP
1. FIND TE
2. KEY TE FOR SIT OR DRAG
3. TE #1 FB HOOK #2
4. DO NOT TELEGRAPH

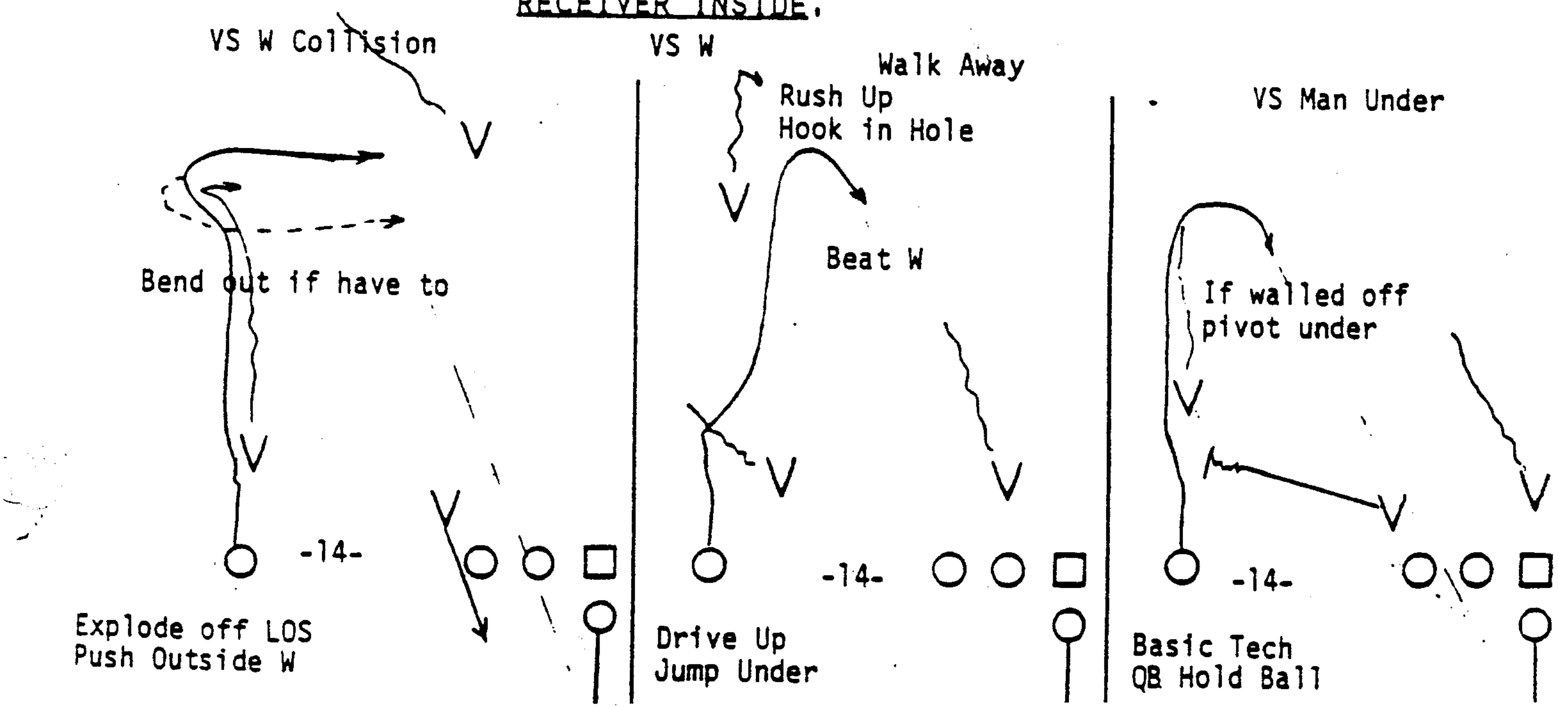


X HOOK PATTERN
(I.E. 78 X HOOK)



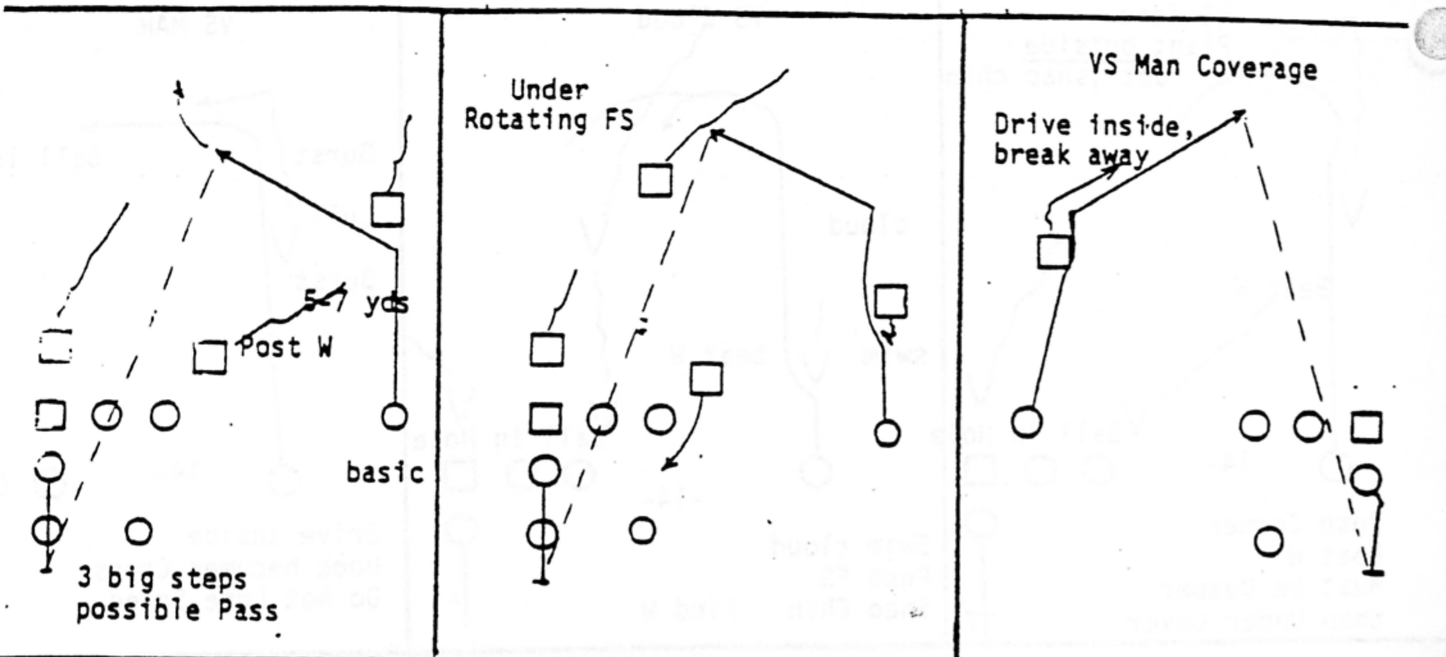
1. BASIC SPLIT 12-14 YARDS TO BEAT W - OTHERWISE BY GAME PLAN - 6 YARD SPLIT TO BEAT M.
2. PATTERN DEVELOPS FROM BETWEEN 15 TO 20 YARDS. DEPTH IS PREDICATED BY COVERAGE. MUST HOOK BEHIND BACKERS.
3. READ COMBINATION OF CORNER AND UNDER COVERAGE FROM INSIDE (W TO M).
4. BASIC APPROACH: FORCE CORNER DEEP - GET BEYOND UNDER COVER HOOK BETWEEN DEFENDERS - CATCH BALL COMING TOWARD LOS - NEVER ALLOW DEFENDERS TO GET INSIDE OR UNDER YOU.

QUARTERBACK APPROACH: 7 STEP-HITCH-THROW - ANTICIPATE RECEIVER BREAK TO OPEN AREA - BE AWARE OF COVERAGE GETTING UNDER RECEIVER FROM INSIDE (M BACKER). DO NOT PULL RECEIVER INSIDE.



SLANT PATTERN

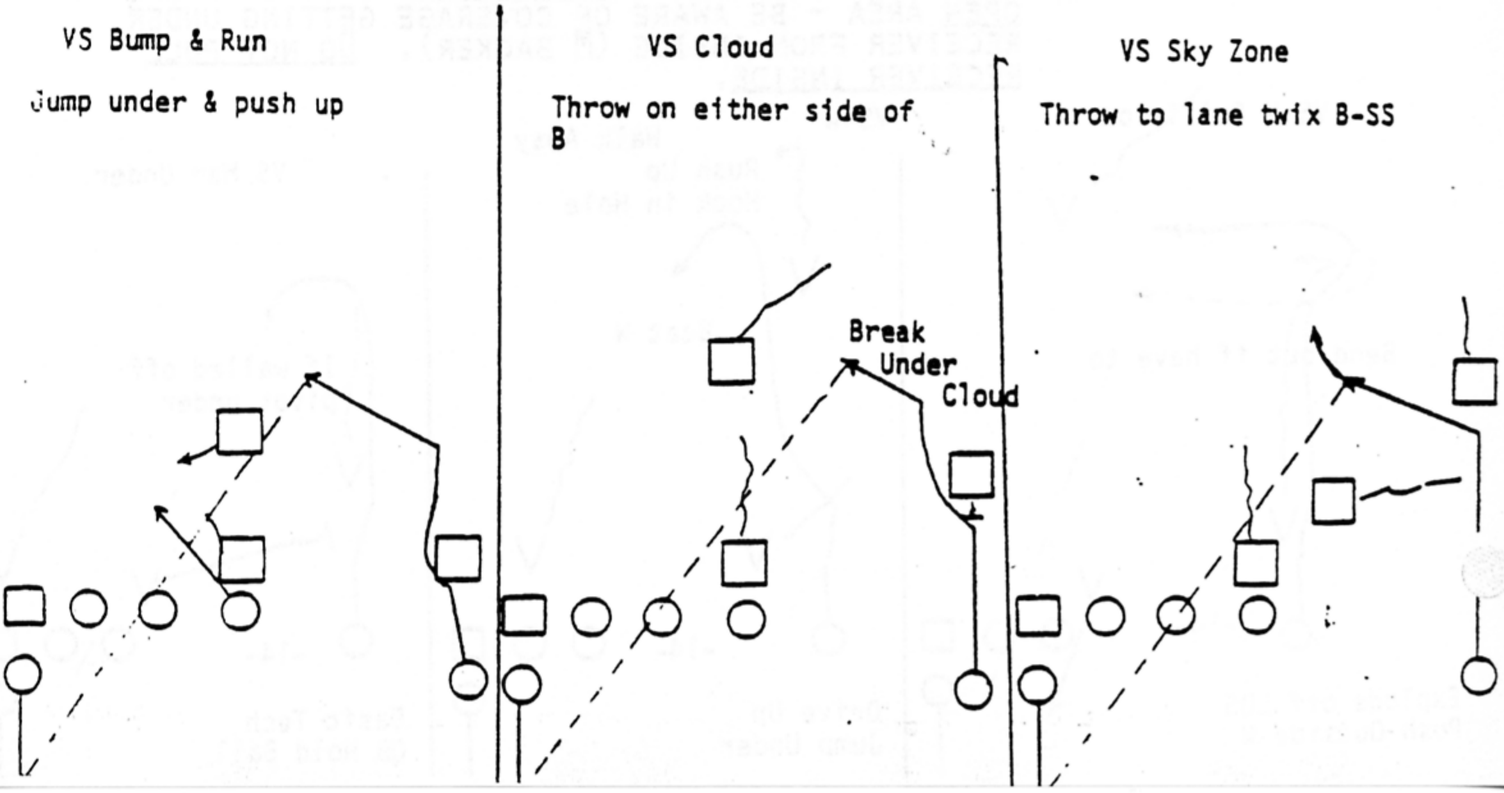
(I.E. 76 FLANKER SLANT, PASS 31 X SLANT)



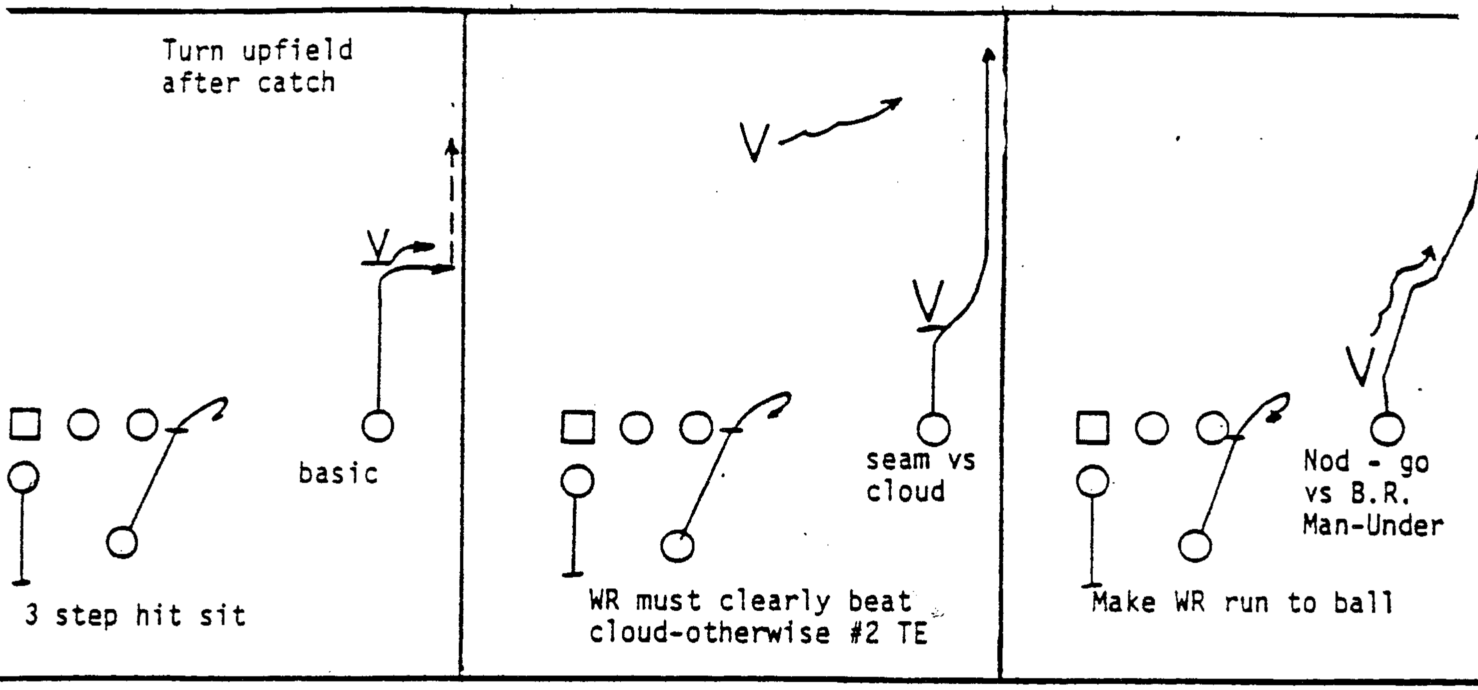
1. BASIC SPLIT 12 YARDS (BY GAME PLAN).
2. DISTINCT 5-7 YARD BREAK - DEEPER VS LOOSE CORNER.
3. LOOK ON BREAK - CONTINUE UPFIELD UNTIL BALL THROWN.
4. VS CLOUD - MAN UNDER GET INSIDE CORNER - BE READY TO BE ~~SOPPED~~ STOPPED BY THROW
5. X USUALLY CATCH BALL BETWEEN W-M BACKER.

QUARTERBACK ~~3~~ 2 BIG STEPS - SIT ON BACK FOOT - THROW BETWEEN W-M WEAK.
MUST ALLOW FOR CLOUD OR MAN UNDER ADJUSTMENT.

VS WEAKSIDE X - ALERT FOR FS - ALIGNMENT (TIGHT VS LOOSE).



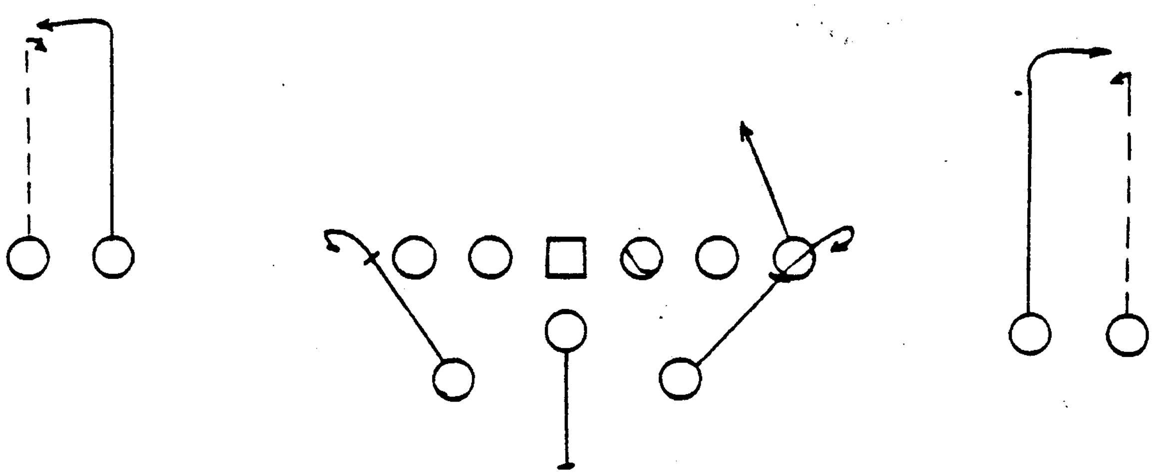
QUICK OUT PATTERN
(I.E. 324 DOUBLE QUICK OUT)



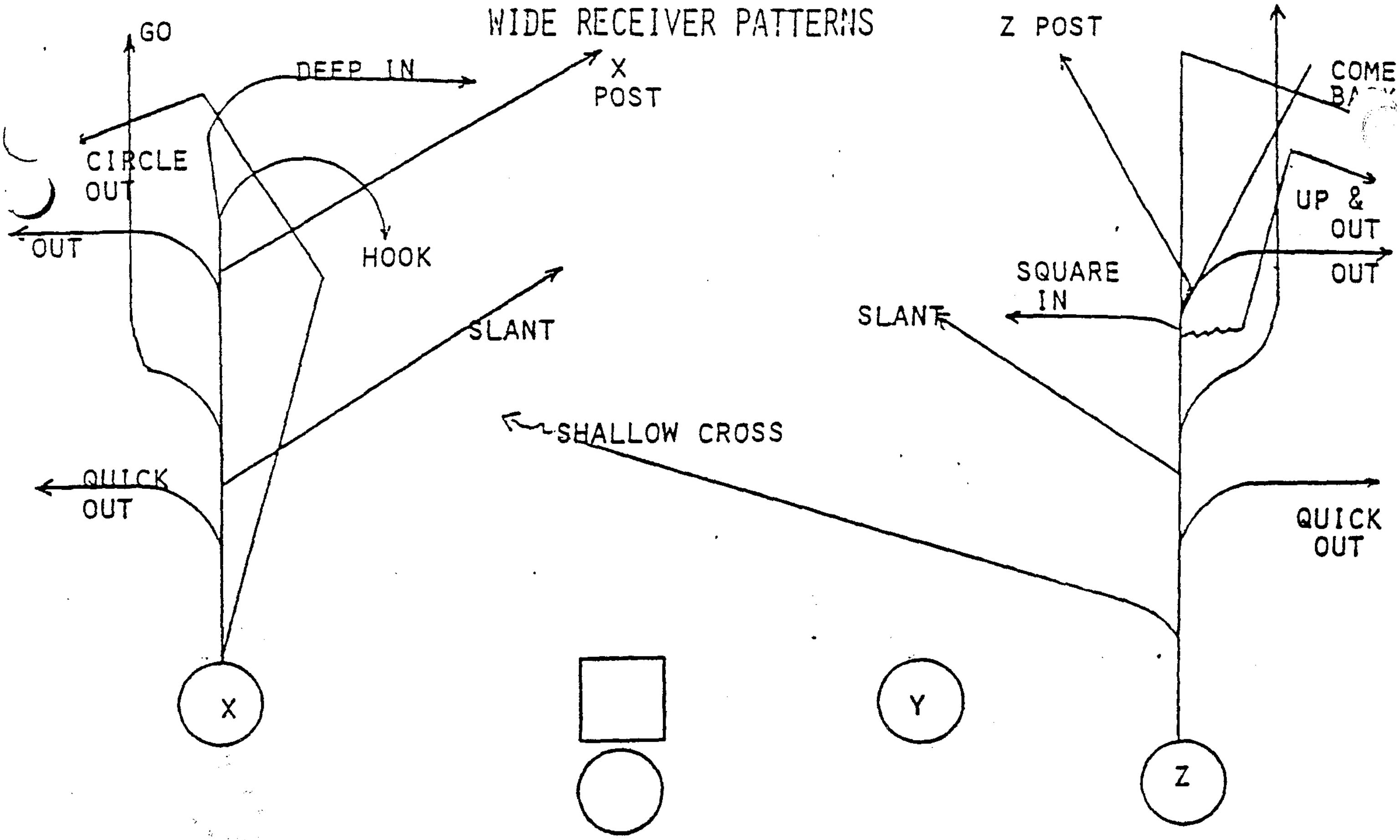
1. SPLIT 8 YARDS OR BY GAME PLAN.
2. 3 ~~5~~ STEPS STRAIGHT UPFIELD - CROSS OVER STEP AND ROLL PATTERN TO ~~7~~ 5 YARDS DEEP.
3. BALL NOT THROWN BREAK UPFIELD - LOOK TO QB.

---

1. QUARTERBACK - ~~3~~ 2 STEP DROP (QUICK STEPS - HIT HANG)
2. DO NOT LEAD WR - PUT BALL ON HIP.
3. MUST SEE CLOUD ACTION OR CORNER PLAYING TIGHT AS YOU SIT ON BACK FOOT.



WIDE RECEIVER PATTERNS



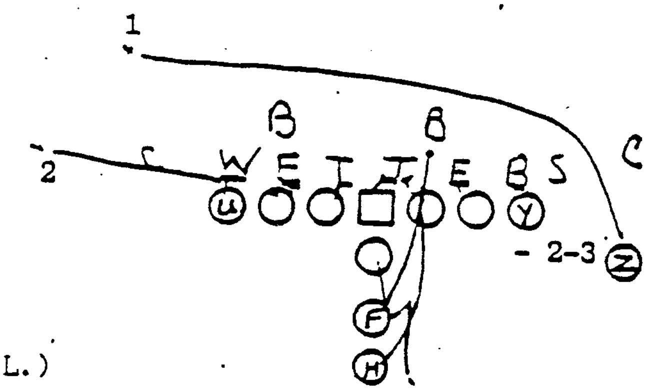
Quick Out (X&Z):	Cross over and out at 7 yards.
Out (X&Z):	Drive to 10 yards cross over and out at 12 yards.
Comeback (X & Z):	20 yard depth, catch made at 18.
Slant (X&Z):	Distinct break inside at 5 yards.
Shallow Cross (X&Z):	3 steps off LOS and break inside at sharp angle.
Hook (X):	Deeper then under coverage and mobe between defenders.
Square In (Z):	Minimum of 12 yards depth.
Deep In (X&Z):	15-18 yards depth and move parallel to LOS.
Circle Out (X&Z):	Angle inside for 10 yards, bend outside to 20 yards. Break out.
X Post (X):	Break at 12 yards sharply to inside. Ball caught at 18-20 yards deep.
Z Post (Z):	Break at 12 yards just inside defender on you. Stay out wide F.S. area.
Go (X&Z):	Inside out of corner.
Up & Out:	Chop steps at 8 yards and fake out. Take off for go pattern. Break out at 18 yards.

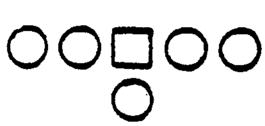
GREEN RIGHT TIGHT CLOSE (U)
PASS 14 LEAD FLANKER CROSS
('U' SLOW DRAG)

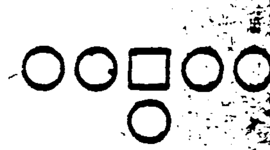
PLAY: PASS 14 LEAD
FLANKER CROSS
('U' SLOW DRAG)

PROGRESSION:

COMMENTS:









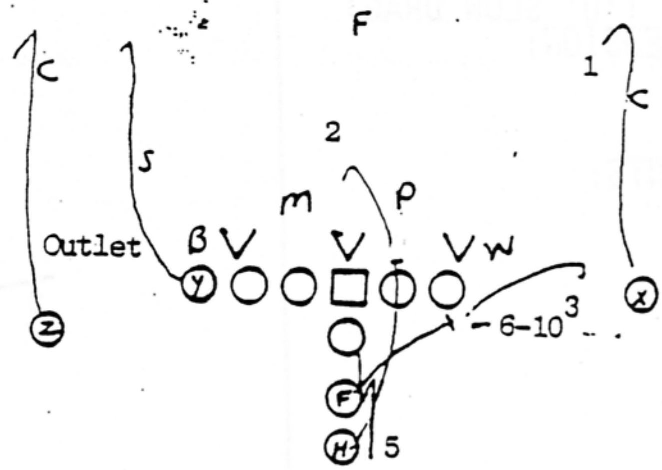


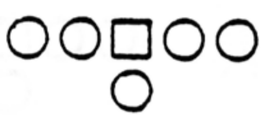
PLAY: PASS H.B. 2 - 'X' HOOK

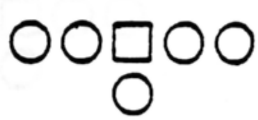
PROGRESSION:

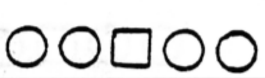
COMMENTS:

GREEN LEFT
PASS H.B. 2 - 'X' HOOK









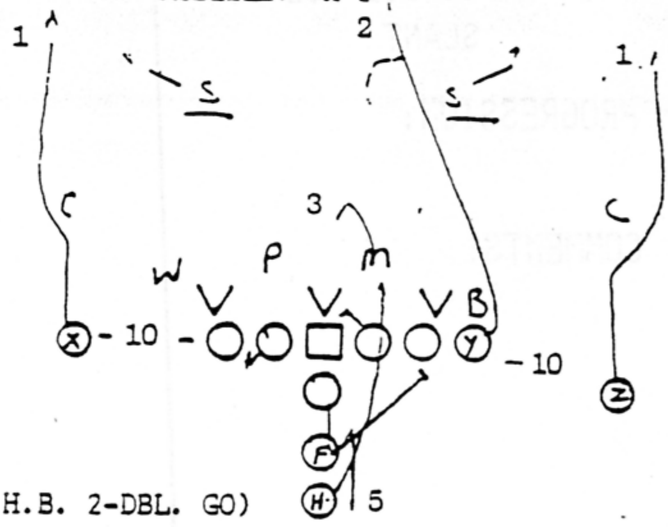


PLAY: AUDIBLE: H-2

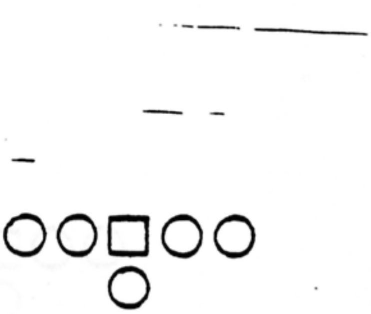
PROGRESSION:

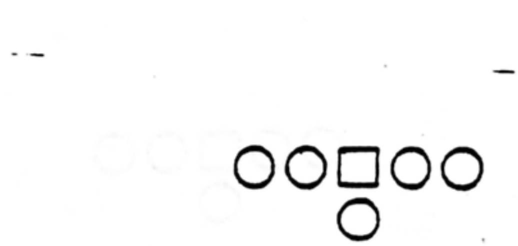
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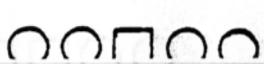
GREEN RIGHT
AUDIBLE: H-2



(PASS H.B. 2-DBL. GO)







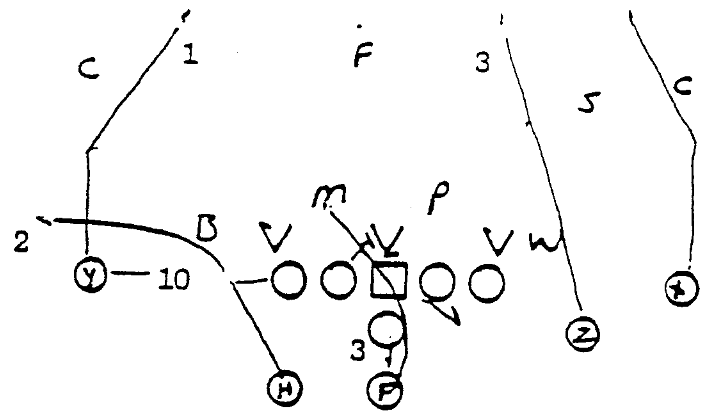


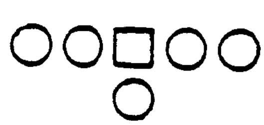
PLAY: PASS 361-362 'Y'
SLANT

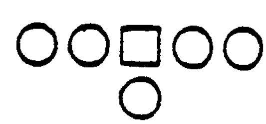
PROGRESSION:

COMMENTS:

BLUE LEFT SLOT OPEN
PASS 361 'Y' SLANT









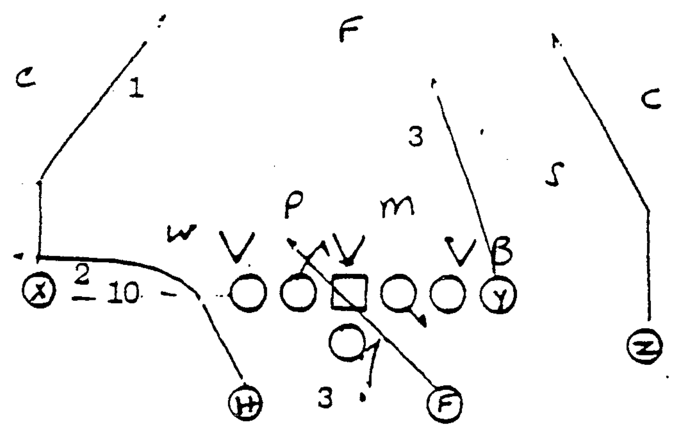


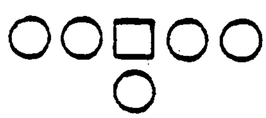
PLAY: PASS 331-332 'X' SLANT

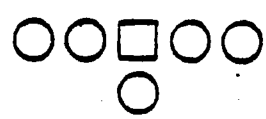
PROGRESSION:

COMMENTS:

RED RIGHT
PASS 331 'X' SLANT









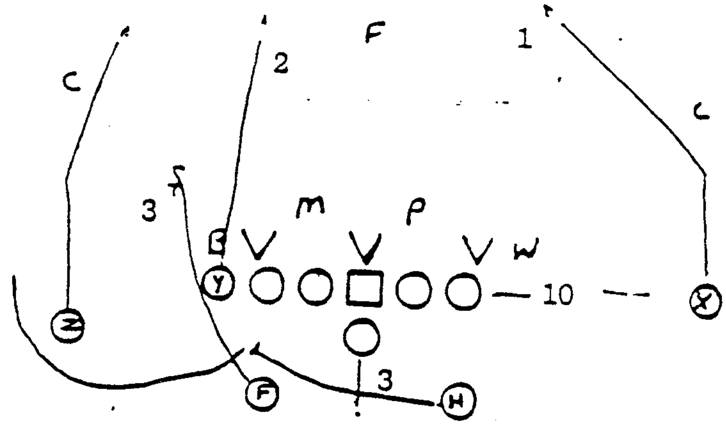


PLAY: 381-382 'X' SLANT

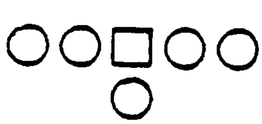
PROGRESSION:

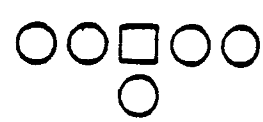
COMMENTS:

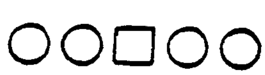
RED LEFT
381 'X' SLANT



(ALSO: DOUBLE QUICK OUT)









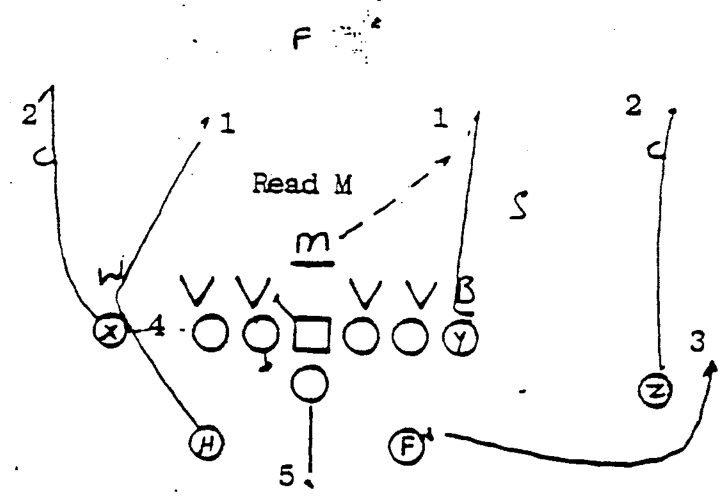
PLAY: 20-21 H.B. CURL

PROGRESSION:

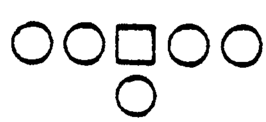
COMMENTS:

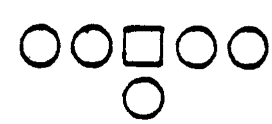
RED RIGHT
20 H.B. CURL

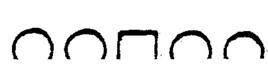
good vs/MLB



note TE nasty split







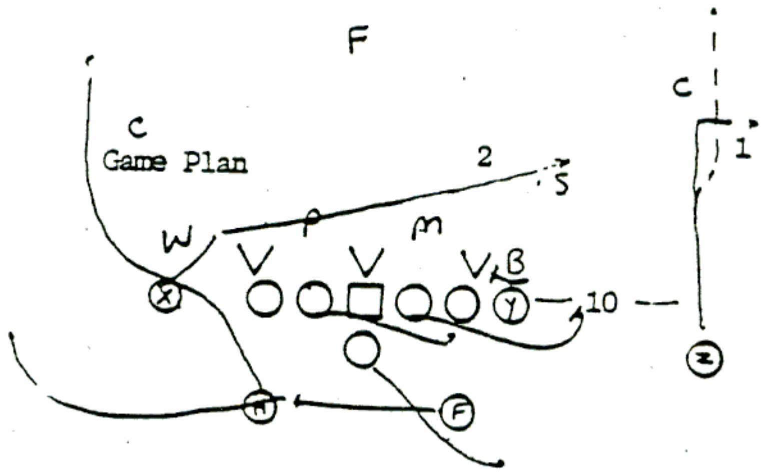


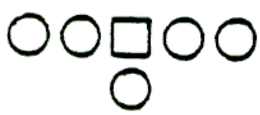
PLAY: WAGGLE RIGHT SOLID 'Z' OUT (GO)

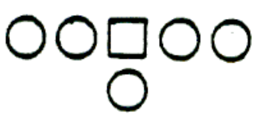
PROGRESSION:

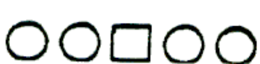
COMMENTS:

RED RIGHT
WAGGLE RIGHT SOLID 'Z' OUT (GO) Cloud









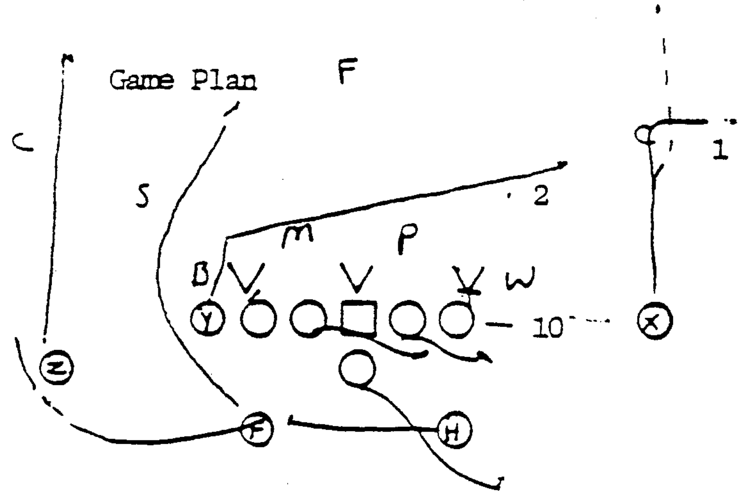


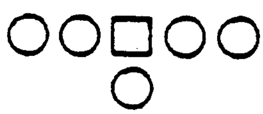
PLAY: WAGGLE RIGHT 'X' OUT (GO)

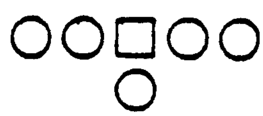
PROGRESSION:

COMMENTS:

RED LEFT
WAGGLE RIGHT 'X' OUT (GO)





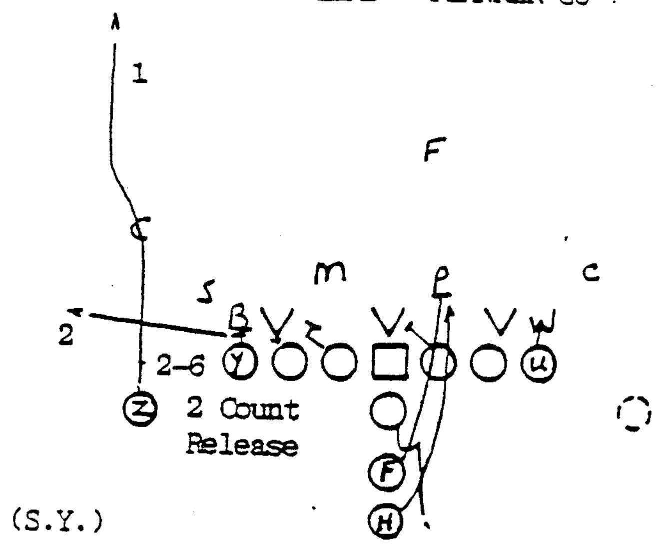


PLAY: PASS 14 LEAD - FLANKER GO

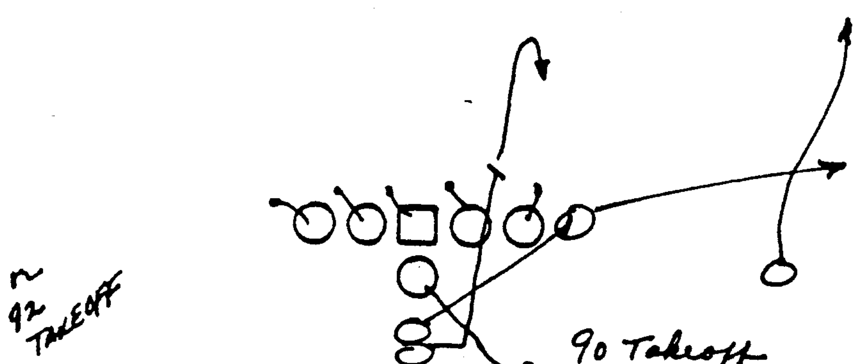
PROGRESSION:

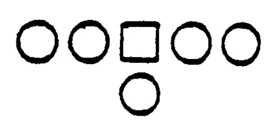
COMMENTS:

GREEN LEFT TIGHT (U)
PASS 14 LEAD - FLANKER GO



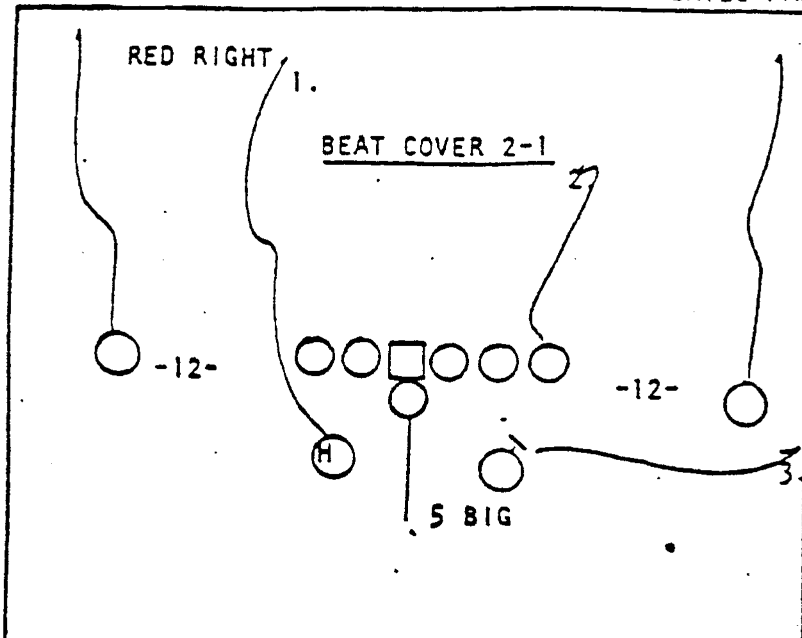
play action iso : 2 TE, backside block



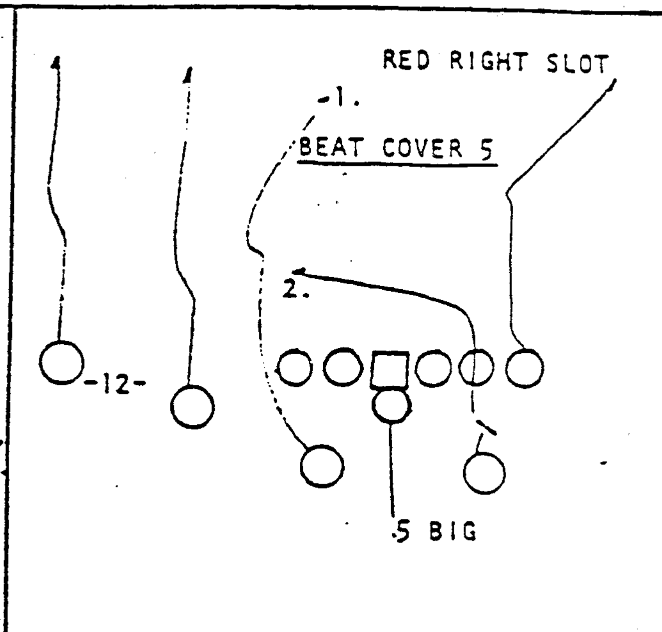




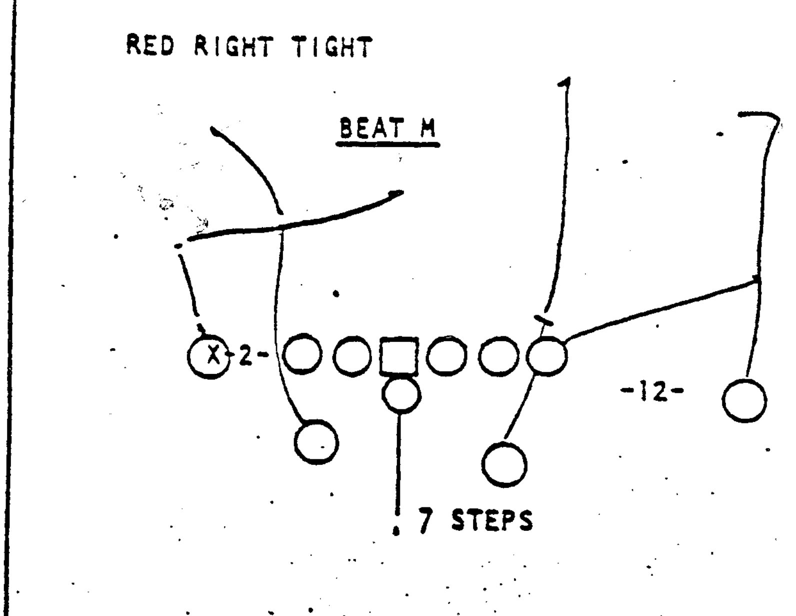




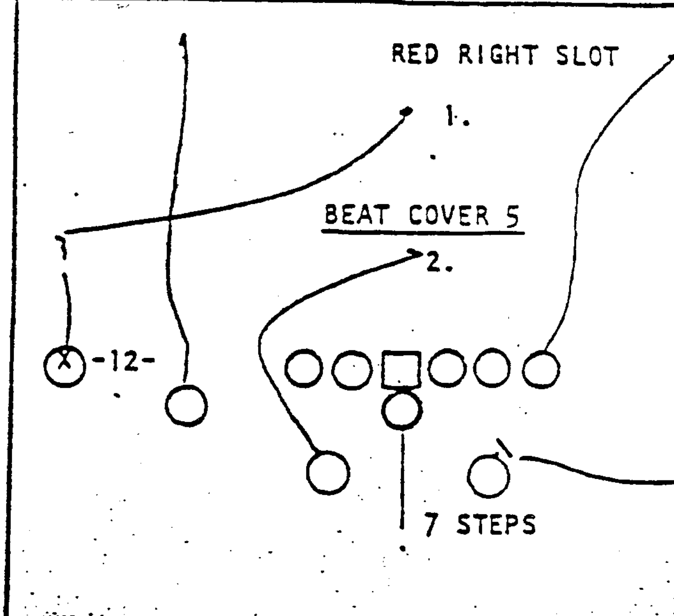
28 HB UP



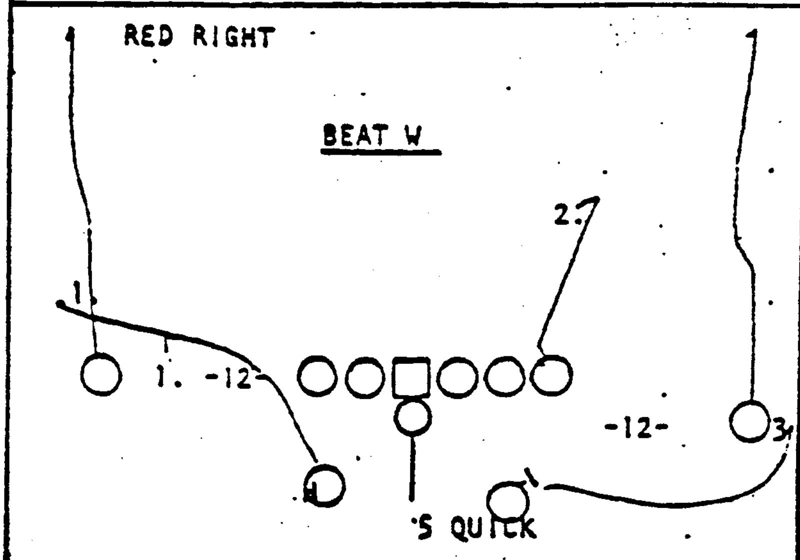
28 HB UP



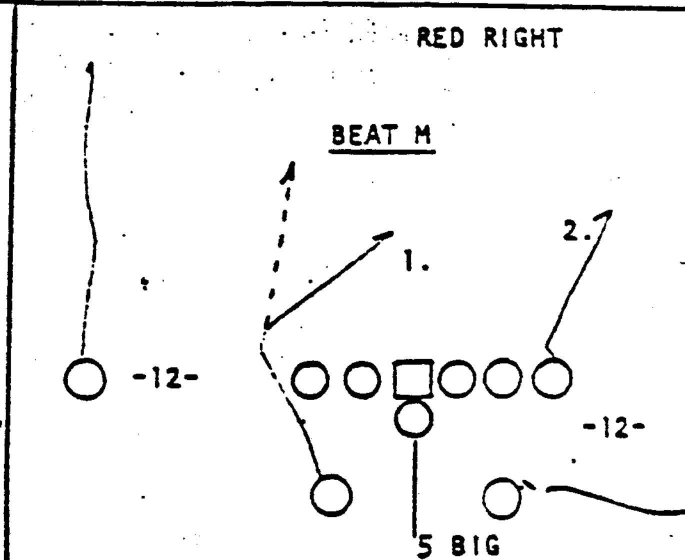
28 X DELAY



28 X UNDER

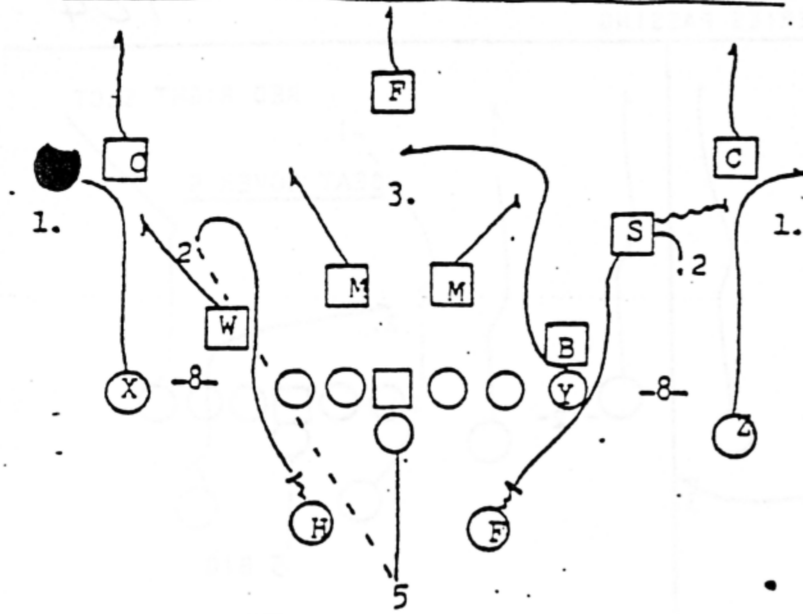


28 HB FLAT



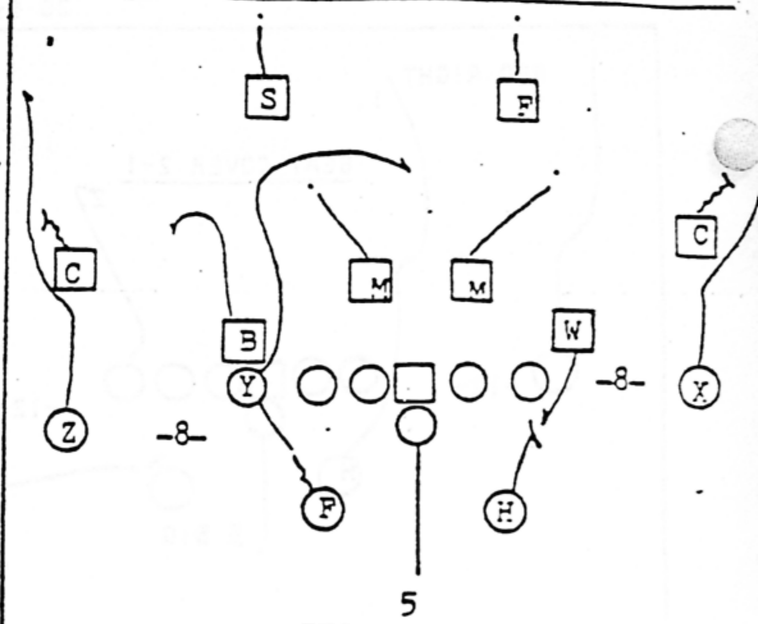
28 HB CURL

RED RIGHT 24 BACKS HOOK VS COV 3



QUICK - HIT SIT

RED LEFT 25 BACKS HOOK VS COV 2



BIG - HIT SIT

QB - 5 STEP TIMED PASS TO WR - WR COVERED BY W BACKER OR CLOUD THINK RB HOOK TO TE.
SAME RULES AS 24/25 DBL SQR OUT VS MAN-UNDER / COV 2 ZONE/ COVER - OFF.
C.P. - WHEN THROWING TO TE OR RB PUT THE BALL <u>ON</u>!

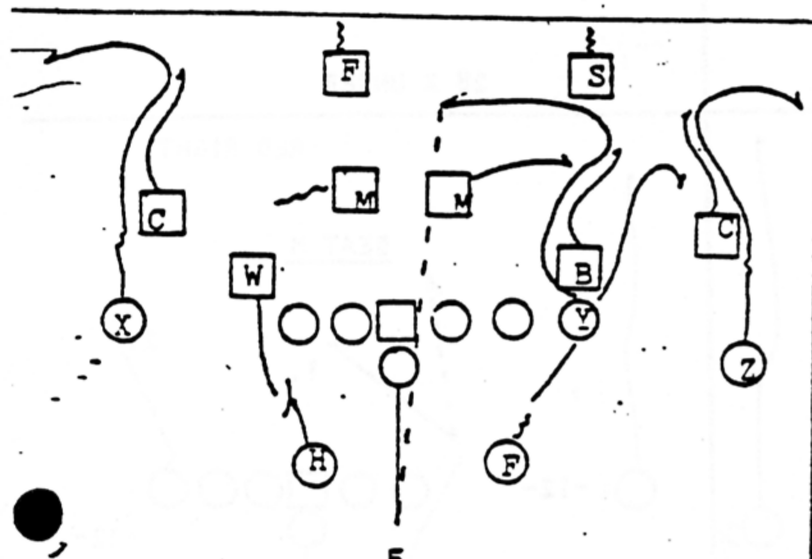
HB - CHECK W BACKER - HOOK PATTERN - SPLIT BACKERS / STATIONARY

FB - CHECK B BACKER - HOOK PATTERN - SPLIT BACKERS / STATIONARY
C.P. - HOOK AT 8-10 YDS DEEP / <u>SIT</u> IN SEAM OR <u>SLIDE OUT</u>.

Y - SPLIT 1-3 YDS INSIDE RELEASE - CROSS PATTERN - DO NOT SLIDE OUT.

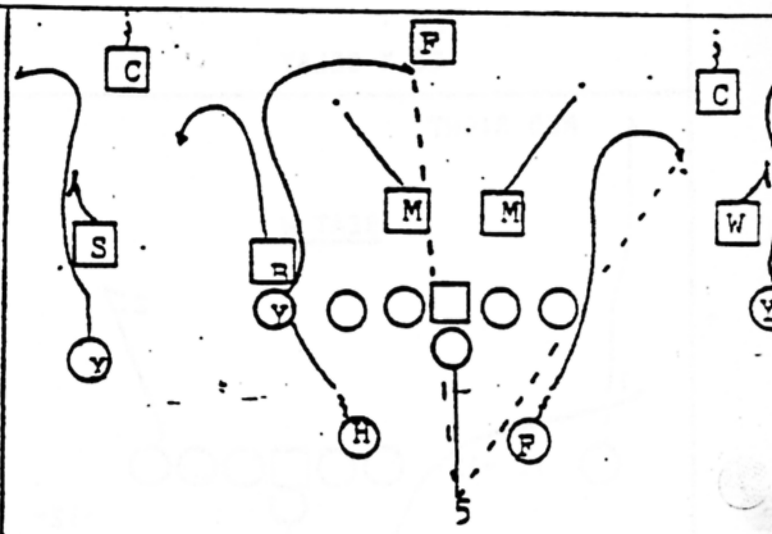
X - SPLIT 8 (10 IF NEXT TO SIDE LINE) - SQR-OUT VS CLOUD SEAM

Z - SPLIT 8 (10 IF NEXT TO SIDE LINE) - SQR-OUT VS CLOUD SEAM



BIG - HIT SIT

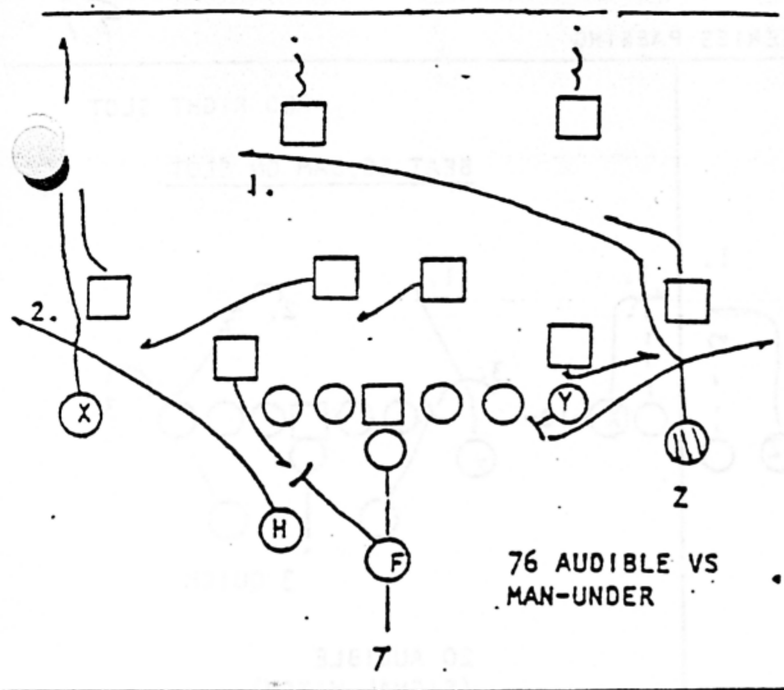
RED LEFT 25 BACKS HOOK VS COV 2 MAN-UNDER



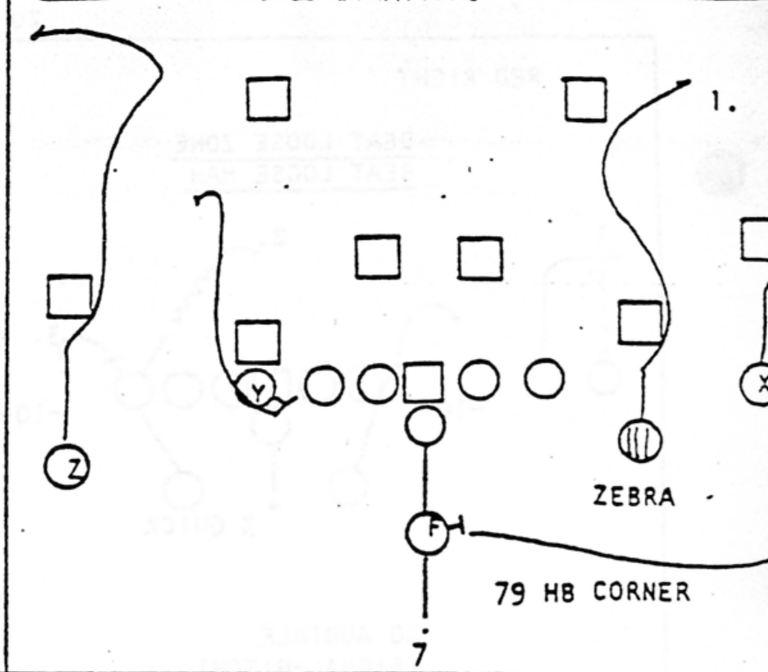
BIG - HIT SIT

RED RIGHT SLOT 24 BACKS HOOK VS COVER-3

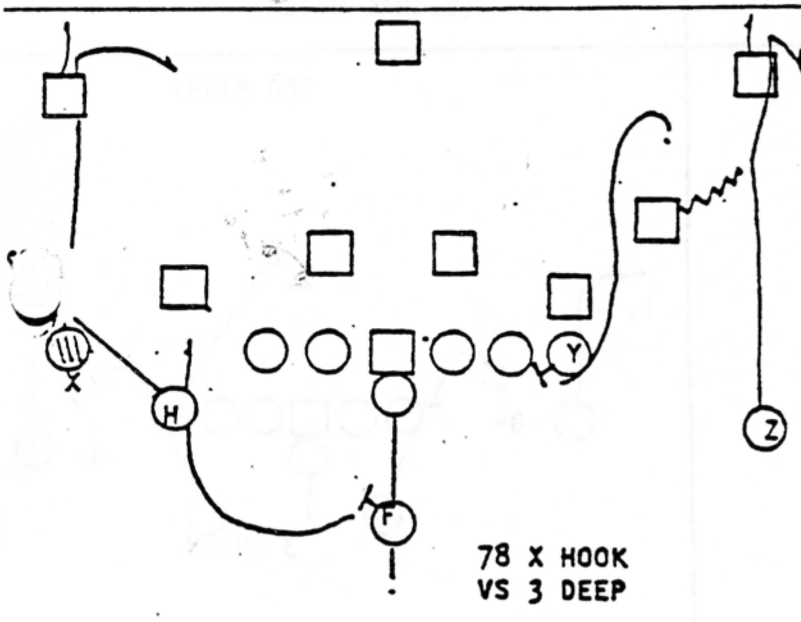
ZEBRA PASS COMBINATIONS



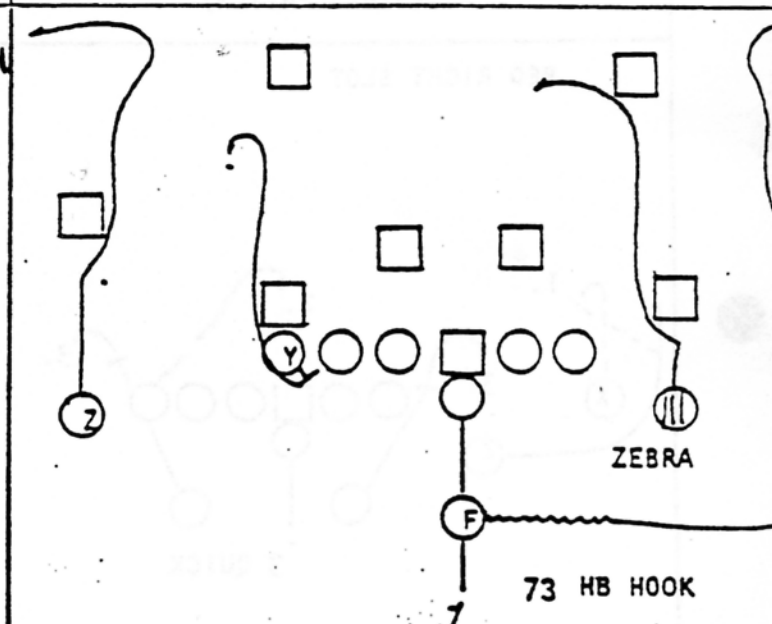
76 AUDIBLE VS MAN-UNDER



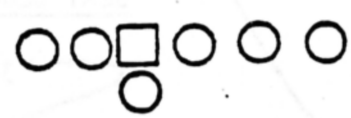
79 HB CORNER

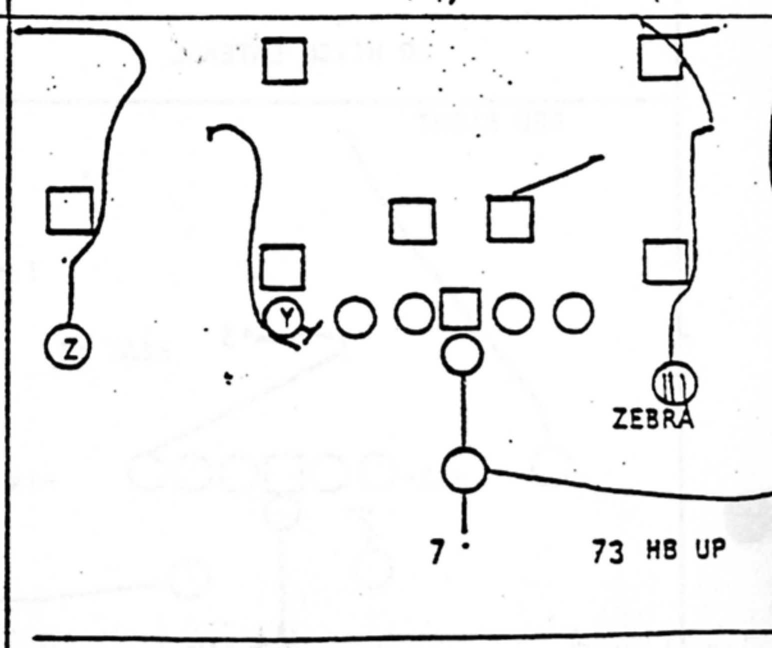


78 X HOOK VS 3 DEEP



73 HB HOOK

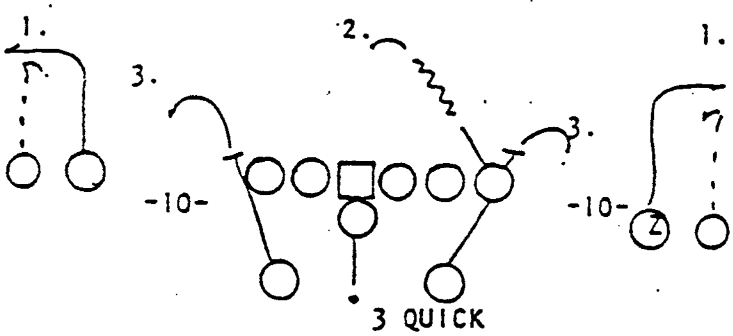




73 HB UP

RED RIGHT

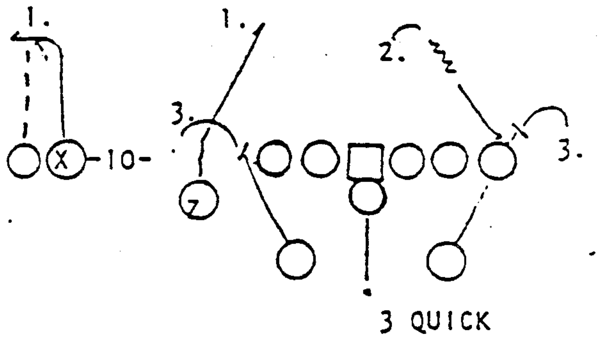
BEAT LOOSE ZONE
BEAT LOOSE MAN



20 AUDIBLE
(SIGNAL-HITCH)

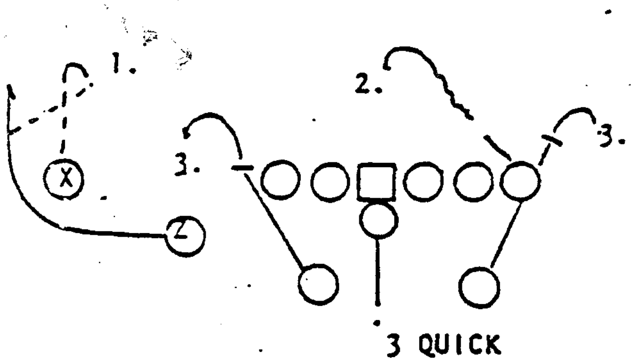
RED RIGHT SLOT

BEAT SS.JAM ON SLOT



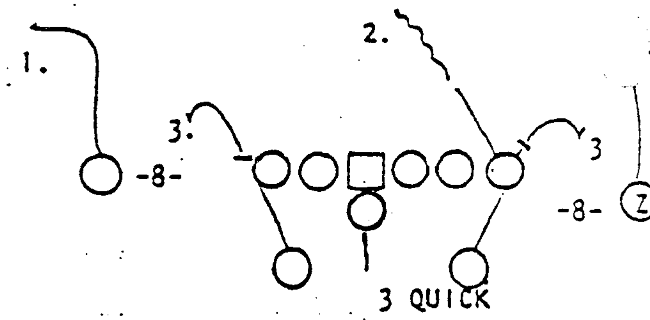
20 AUDIBLE
(SIGNAL HITCH)

RED RIGHT SLOT



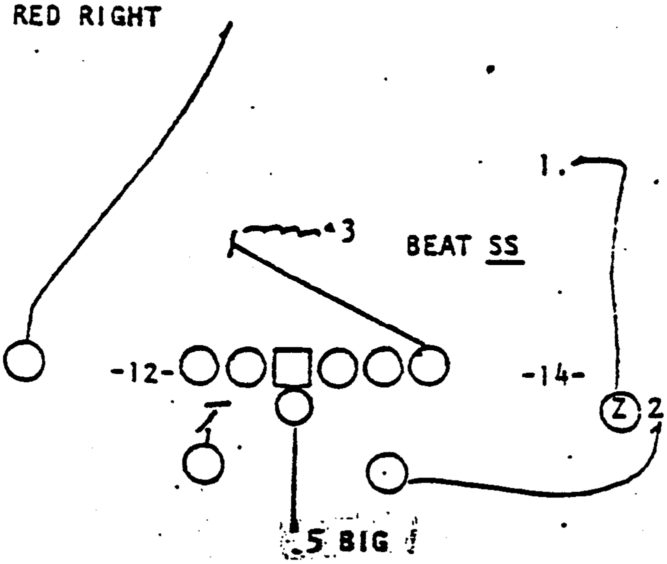
20 HITCH LATERAL

RED RIGHT



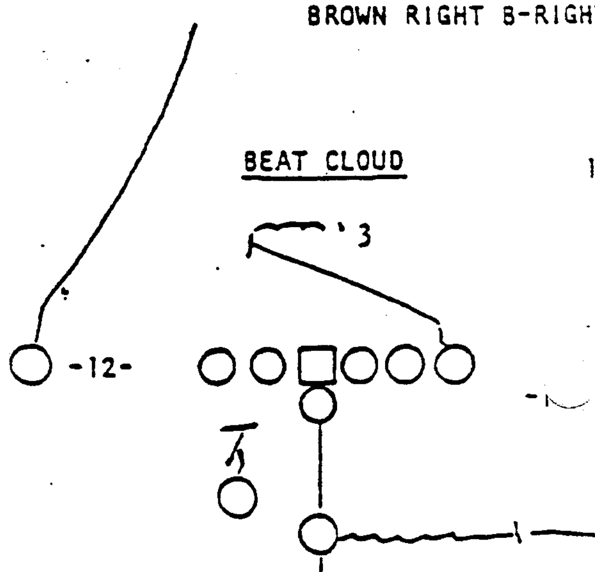
20 DBL QK OUT
(NO SIGNAL)

RED RIGHT



BROWN RIGHT B-RIGHT

BEAT CLOUD

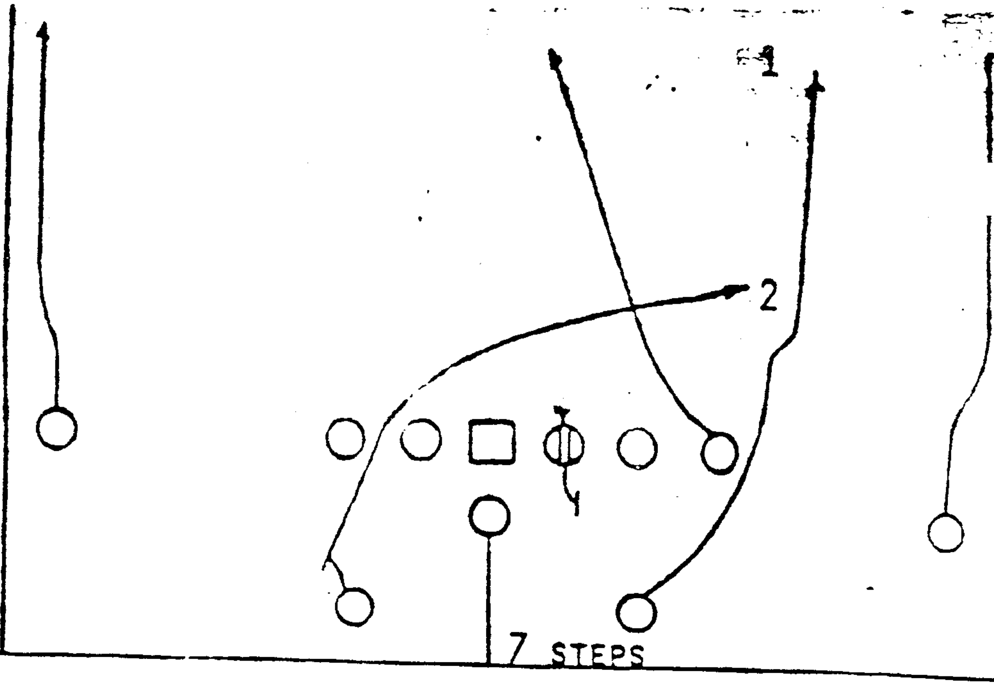


RED RIGHT (LEFT)

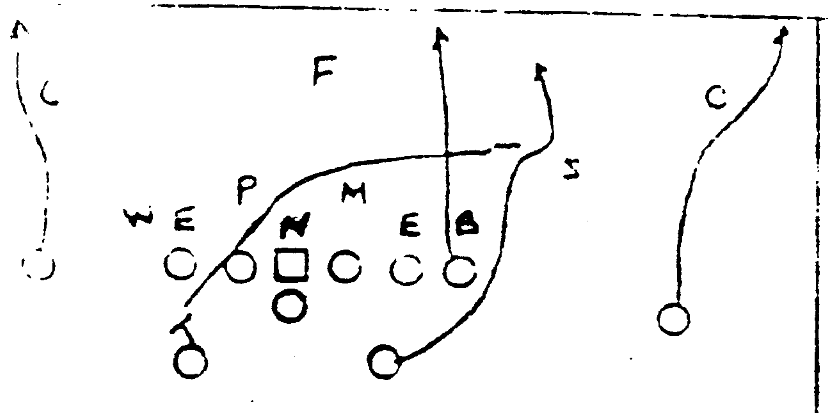
PLAY: 26(27) FB UP

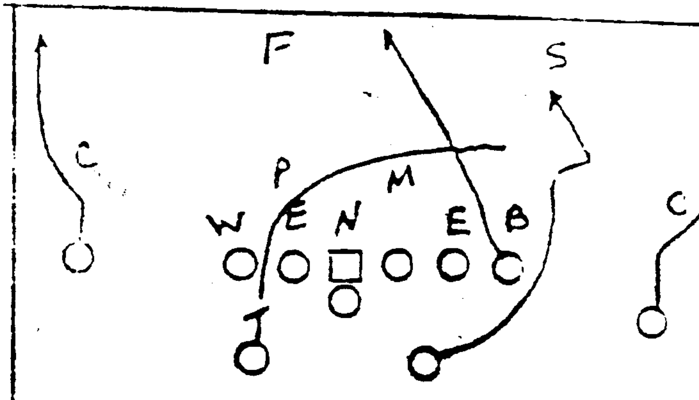
PROGRESSION: FB - HB

COMMENTS:



QB	7 STEP DROP - FREE SAFETY - M/B BLITZ = ALERT FOR Y ON "POP" PASS
X	12 YARD SPLIT - CLEAR PATTERN - OUTSIDE RELEASE VS CLOUD
Y	IMMEDIATE INSIDE RELEASE - RUN THRU FREE SAFETY - ALERT FOR BALL QUICK VS M OR B/M BLITZ
Z	12 YARD SPLIT CLEAR PATTERN - OUTSIDE RELEASE VS CLOUD
HB	CHECK W BLITZ - NO BLITZ = CIRCLE PATTERN - UNDER LB COVERAGE
FB	SCAT - OUTSIDE RELEASE - GO PATTERN - NOD OUT AT 8 YARDS. BALL THROWN OVER INSIDE SHOULDER





RED RIGHT (LEFT)

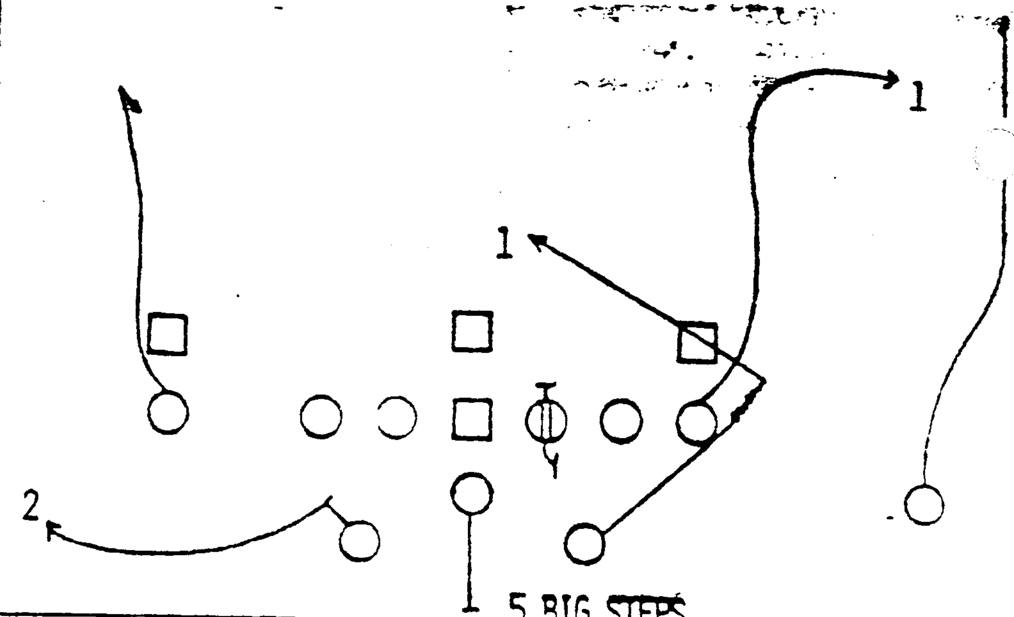
AY: 26(27) FB CURL

GRESSION: Y-FB-HB (ZONE)
FB-Y-HB (COV. 7)

MENTS:

VS ZONE-ALERT FOR Y TO SIT DOWN.

VS COV. 7-ALERT FOR FB CURL.



5 BIG SETPS HIT - SIT - TIME THROW TO TE - BE READY TO GO TO FB CURL WHEN M BACKER RUNS TO TE.

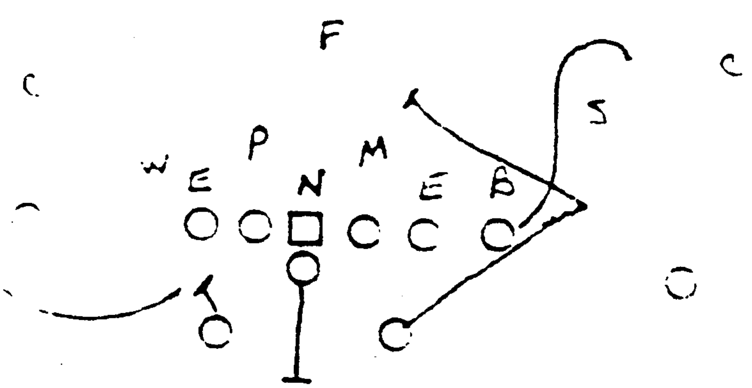
12 YARD SPLIT - COMEBACK PATTERN.

1½ YARD SPLIT RELEASE OUTSIDE - RUN OUT PATTERN.

14 YARD SPLIT - MUST CLEAR VS CLOUD RELEASE OUTSIDE.

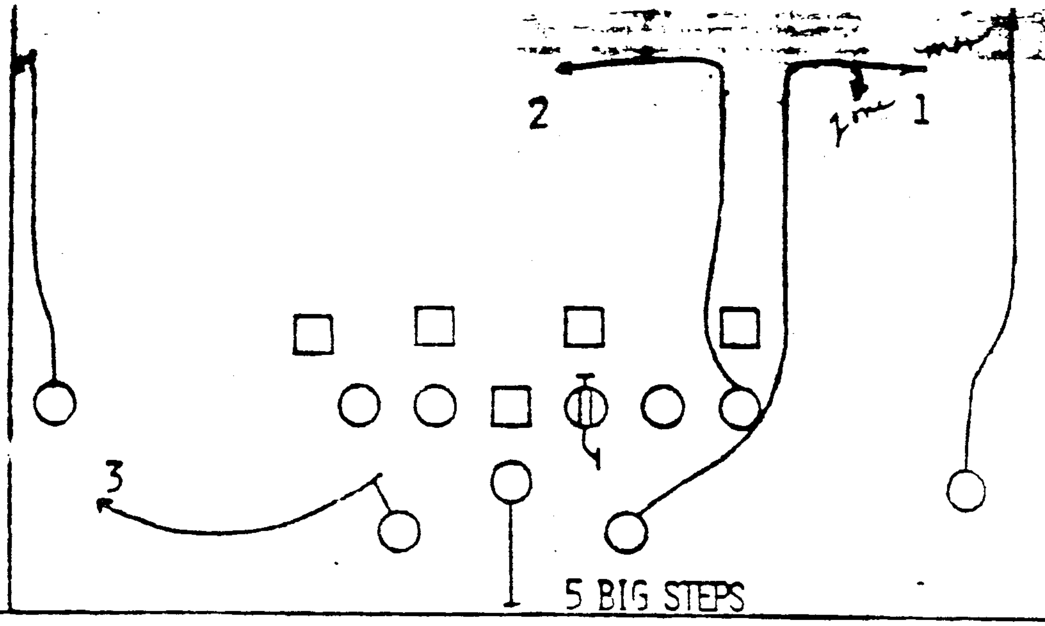
CHECK "W" BACKER—NO BLITZ=WIDE FLARE

SCAT CURL - SHOW WIDTH, RELEASE OUTSIDE TE GATHER AND BREAK TO MIDDLE - CATCH BALL ABOUT 5 YARDS DEEP

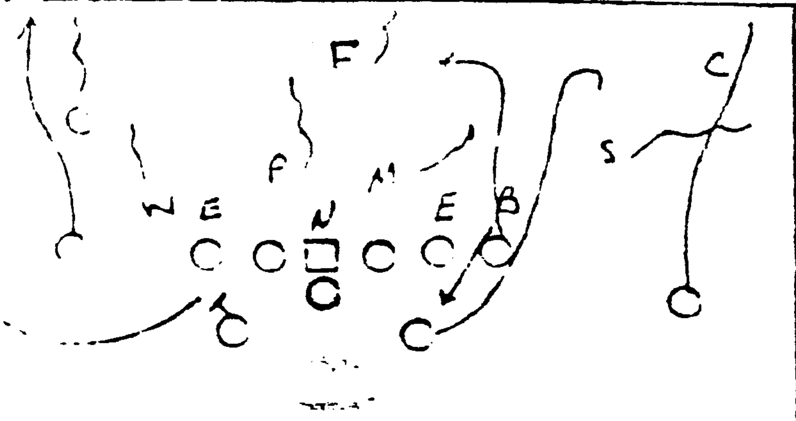


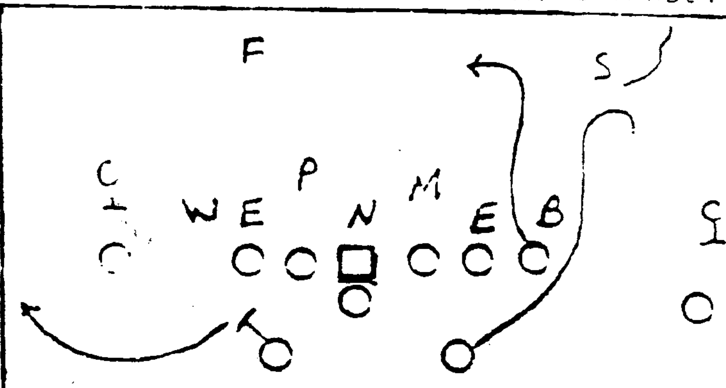
ED RIGHT (LEFT)
Y: 26(27) FB Fan
GRESSION: FB – Y – HB

NTS: BEAT COVER 7



	5 BIG STEPS SIT - READ FB FOR FAN VS MAN - HOOK VS. ZONE.
	SPLIT 12 YARDS CLEAR - PULL CLOUD <u>INSIDE</u>.
	WANT INSIDE RELEASE/IF MUST RELEASE OUTSIDE: MAKE IT TIGHT.
	SPLIT 12 YARDS CLEAR - PULL CLOUD <u>OUTSIDE</u>.
	CHECK "W" - WIDE PATTERN.
	OUTSIDE RELEASE - PUSH UP TO 10 YARDS - BREAK OUT ON FAN VS MAN - HOOK VS ZONE. READ COVERAGE ON THE MOVE. VS BLITZ BREAK FAN OFF AT 6 YARDS.

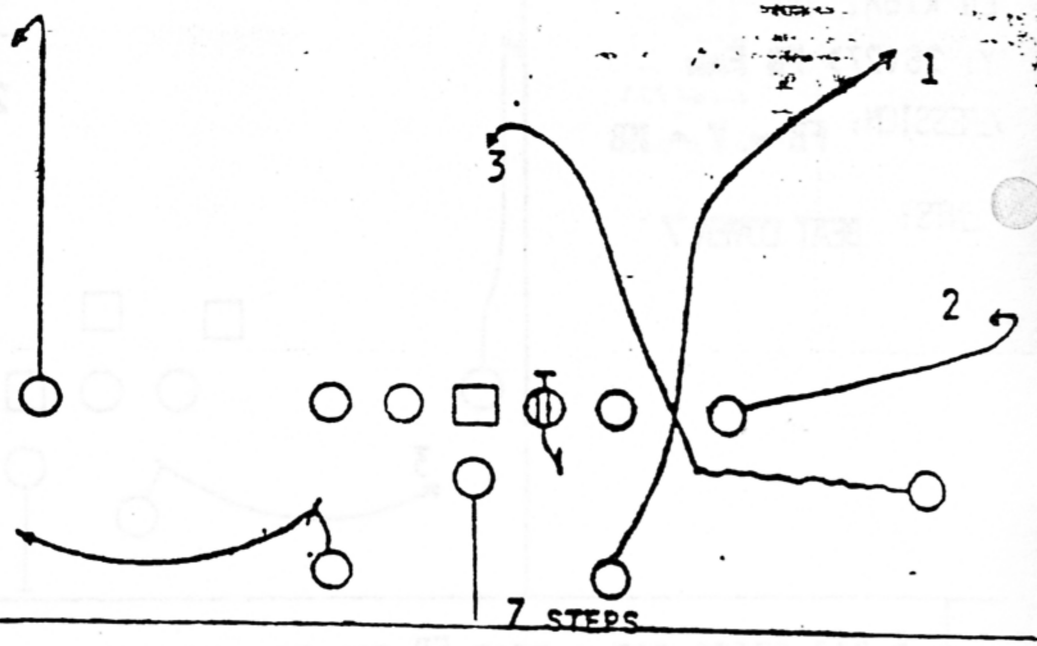




RIGHT(LEFT) F SHORT
LAY: 26(27) FB CORNER

ROGRESSION: FB-Y-Z

OMMENTS: BEST VS MAN UNDER COVER 7
ALSO GOOD VS MAN COVERAGE
COVER 1 OR 2



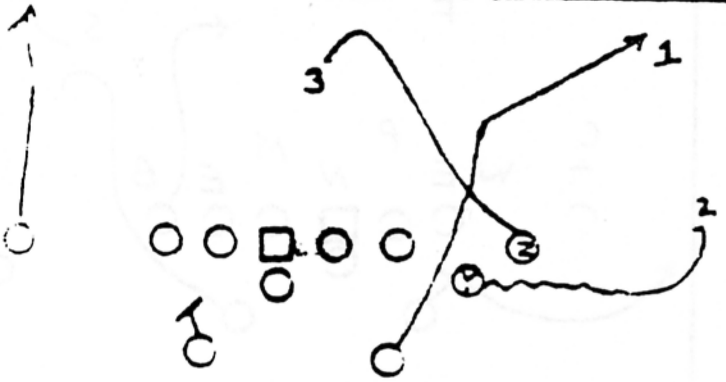
12 YARD SPLIT - SIT DOWN ON SIDELINE - 15 YARDS DEEP - OUTLET

IMMEDIATE RELEASE - DRAG PATTERN - ALERT FOR BALL QUICK VS B BLITZ

12 YARD SPLIT - SHORT MOTION - HOOK OVER BALL - 10 YARDS DEEP - ALERT TO SLIDE TO OPEN SPOT

STAY - RESPONSIBLE FOR W BLITZ - NO BLITZ = HELP ON DE

SCAT - INSIDE RELEASE - CORNER PATTERN - PUSH STRAIGHT UP THE FIELD LAST DS BEFORE BREAK TO CORNER



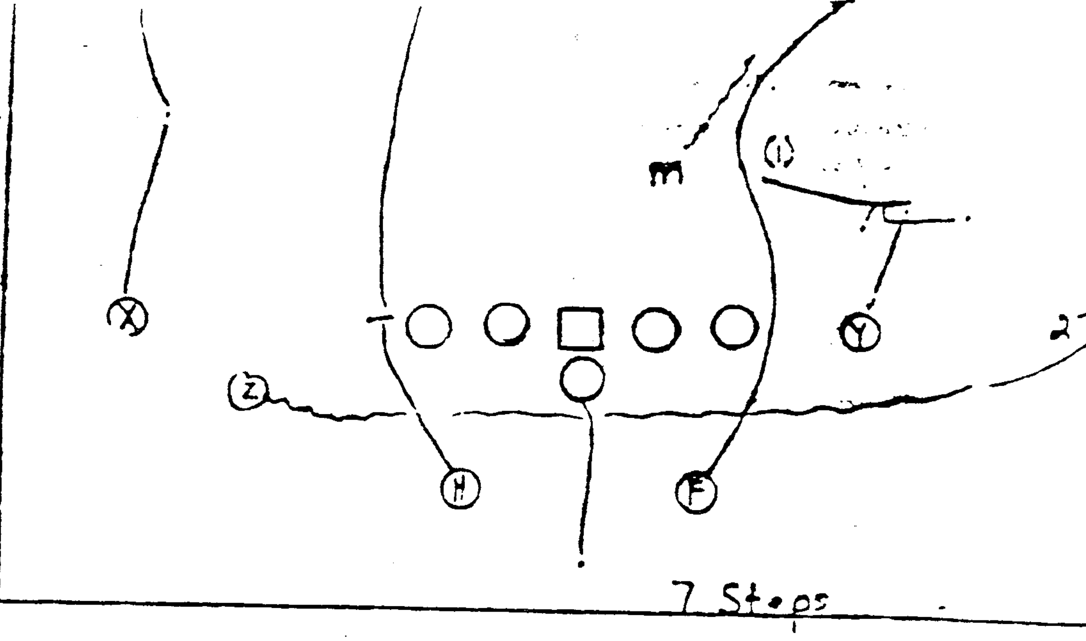
26-27 Y DELAY

ATION: [illegible]

RESSION: Y-Z

ENTS:

ALERT FB VS BLITZ



7 STEP DROP - KEY M BACKER

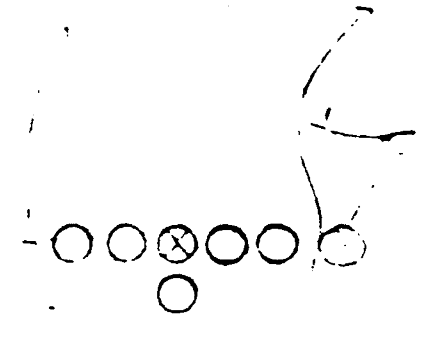
14 YARD SPLIT - CLEAR PATTERN

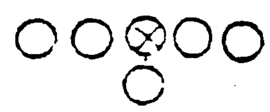
2 YARD SPLIT - PAUSE - OUTSIDE RELEASE - DELAY PATTERN - KEY M BACKER

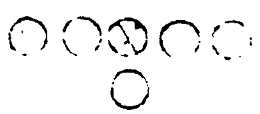
6 YARD SPLIT - MOTION - DRAG PATTERN

CHECK W - RUN CLOSE PATTERN

SCAT - DRAW "M" ATTENTION - RUN CORNER









Red Y-Mot (str)

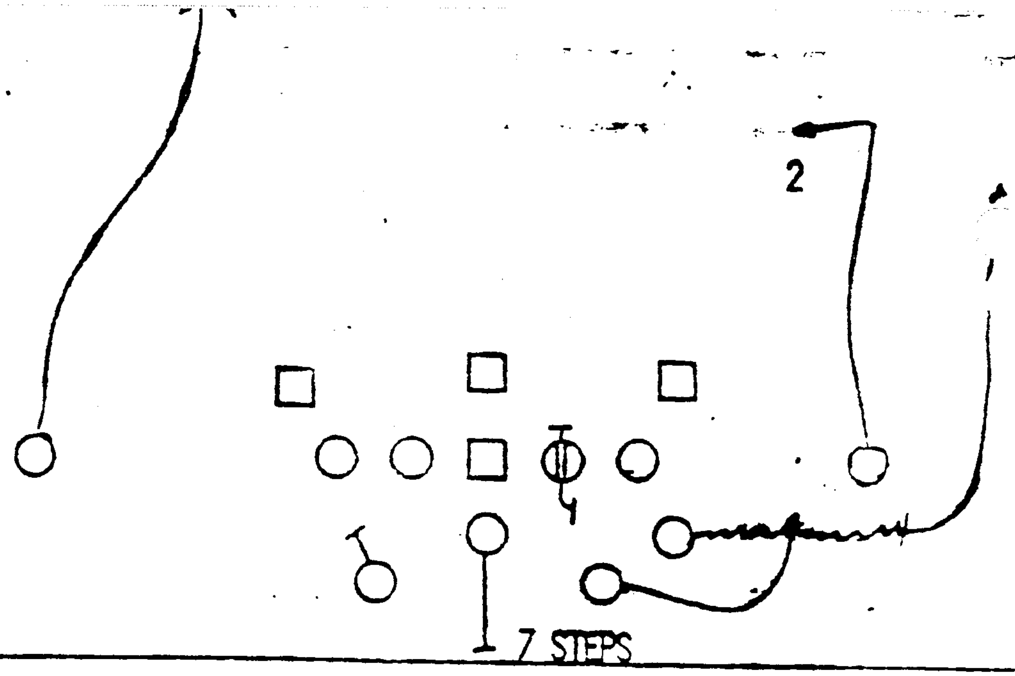
Y: 26 (27) Y SWING

PESSION: Y - Z - FB

TENTS:

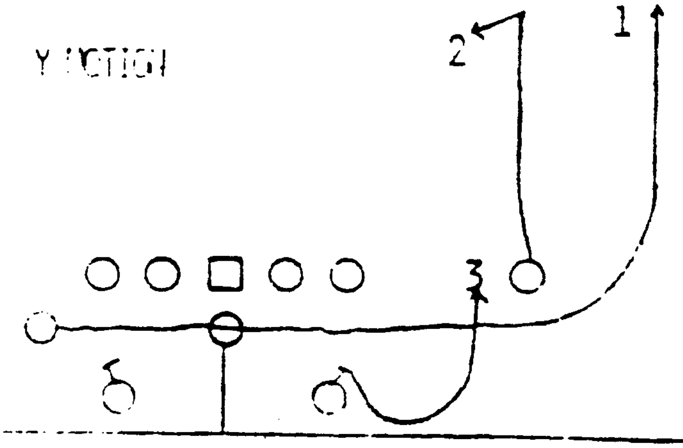
ALERT TO RUN WITH "Y" MOTION OR "Y" DEEP

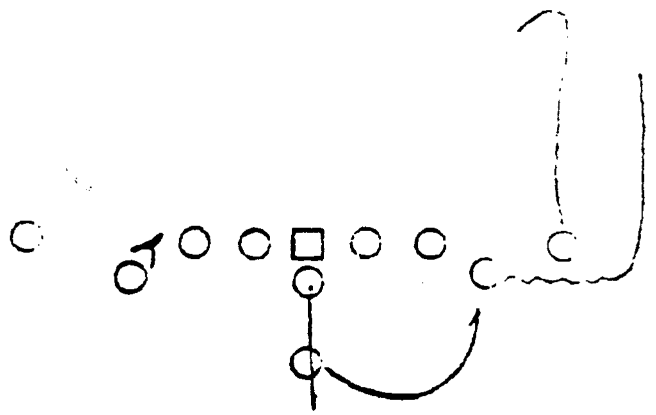
BEAT COLLAPSE ON FLANKER



	7 STEP DROP - HITCH - THROW. KEY "B" BACKER - VS. BLITZ = FB ON QUICK "M" - THROW OFF PLAY OF CORNER.
	12 YARD SPLIT - SIT DOWN ON SIDELINE 15 YARDS DEEP. OUTLET -
	OUTSIDE RELEASE - SWING DEEP OUTSIDE "Z" IN.
	10 YARD SPLIT - RUN "Z" IN - VS. CLOUD RELEASE INSIDE CORNER.
	STAY - RESPONSIBLE FOR "W" BACKER.
	SCAT - "M" PATTERN - VS. "B" BLITZ = QUICK "M".

Y MOTION





PLAY: 26-27 Flk Under

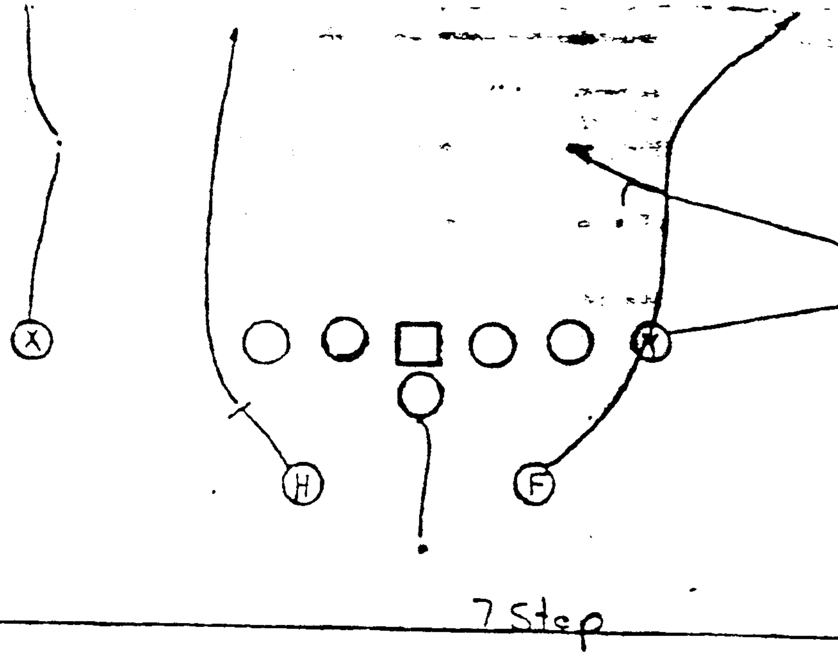
FORMATION: RED

PROGRESSION: Z, Y.

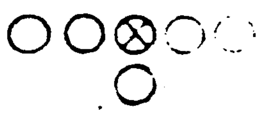
COMMENTS:

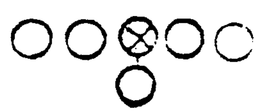
KEY M LBer.

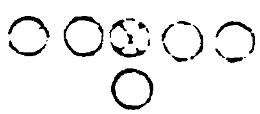
Alert Y vs. Blitz

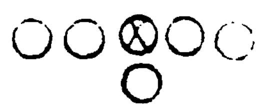


QB	7 Step Drop - Key "M" Linebacker.
X	14 Yard Split - Clear route.
Y	Drag Pattern
Z	10 Yard Split - Drive upfield 4 to 6 Yard - Under Pattern
HB	Check - Close Pattern
FL	Seat - Corner Route









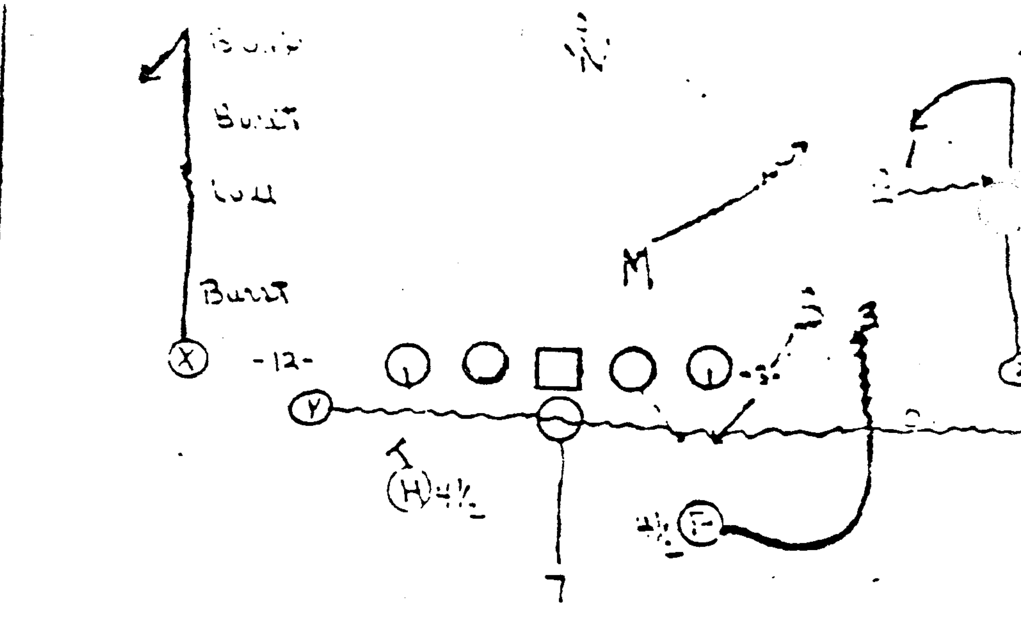
PLAY: 26-27 FLK TURN-IN

FORMATION: RED Y-Mot

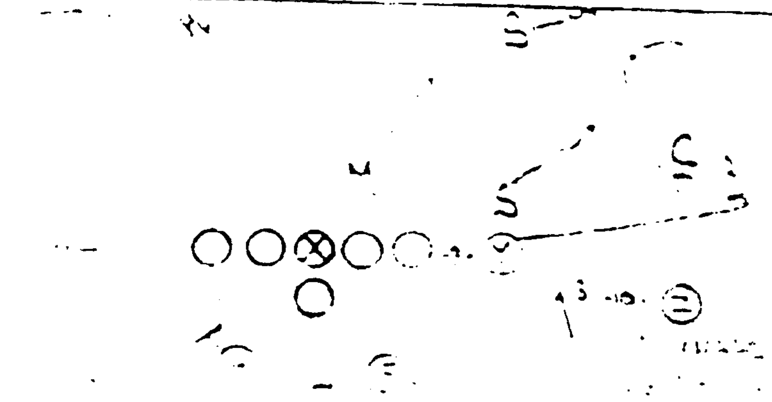
DOPISSION: Z-Y-FB

COMMENTS:

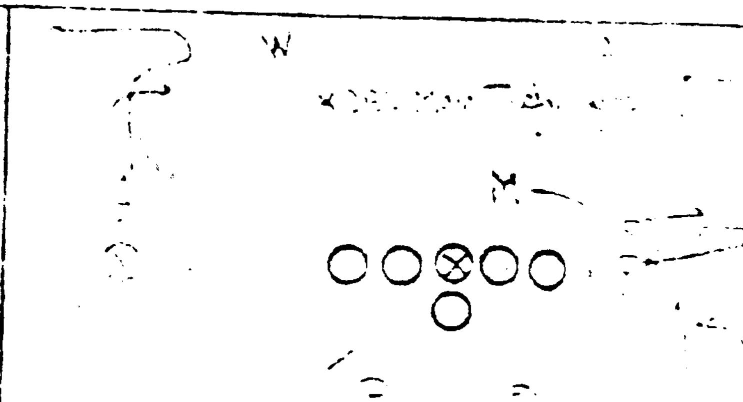
C.P. OVERLOAD RUSH



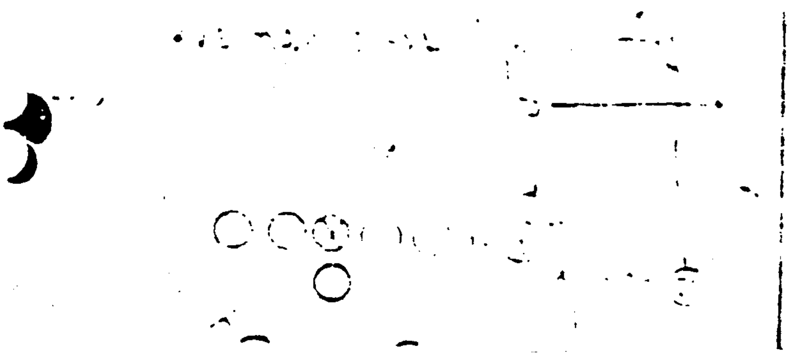
QB	7 STEP DROP - ALERT BLITZ (FB) - GO TO Y IF NOT ADEQUATELY COVERED
X	12 YARD SPLIT - COMEBACK PATTERN - ALERT DBL ZONE
Y	3 YARD SPLIT - DRAG/SPRINT TO PATTERN 3 YARDS DEEP O/S WR, SET DOWN
[illegible]	10 YARD SPLIT - TURN IN PATTERN - ALERT DBL ZONE/DBL MAN/MAN
[illegible]	CHECK [illegible] - ALERT SLIDE CALL STAY NO RUSH HELP
[illegible]	[illegible] PATTERN - ALERT OVERLOAD (GUARD COVERED - NO DBL READ)

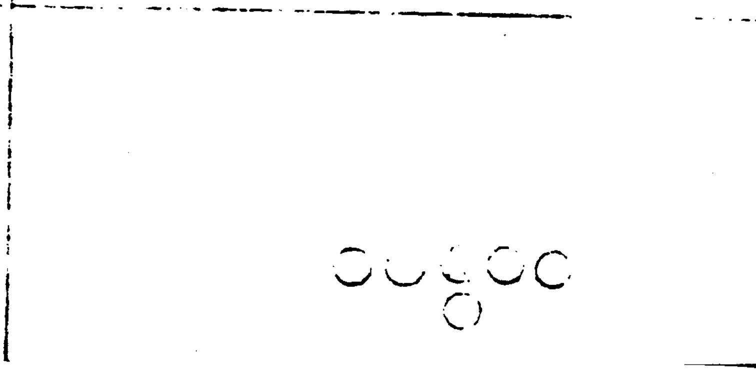


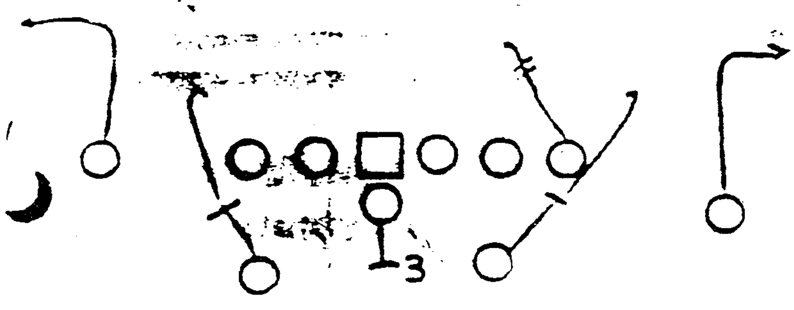
WR TECHNIQUE VS [illegible] ZONE [illegible]



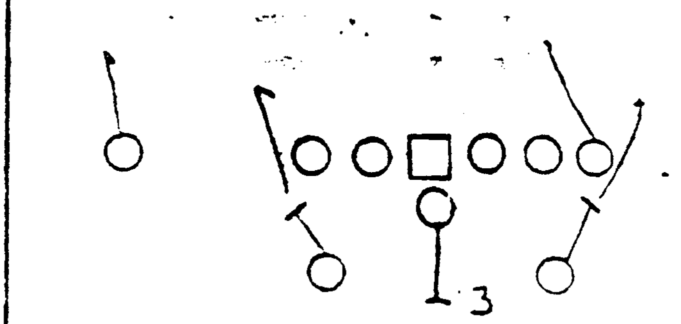
WR TECHNIQUE VS DBL MA[illegible]



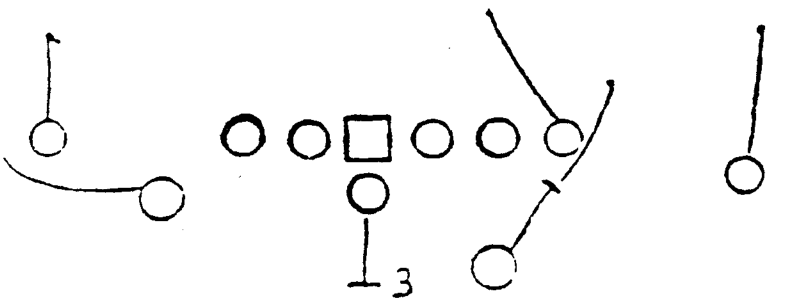




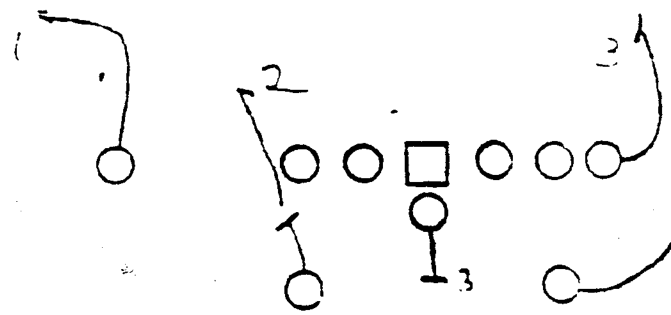
324 D. QK OUT



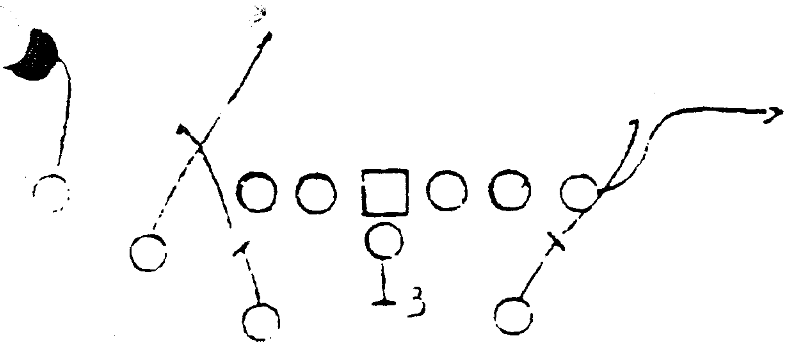
324 D. QK HITCH



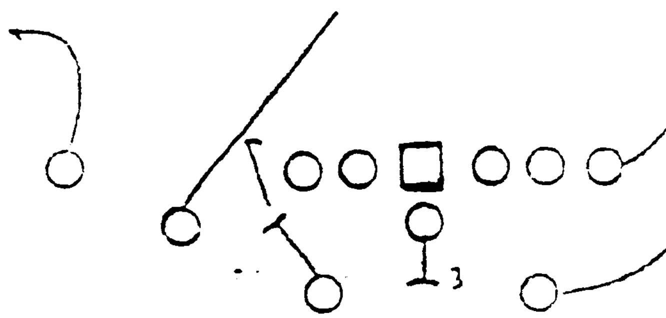
324 HOOP AND LATERAL



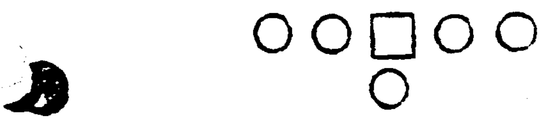
322 FB QK M



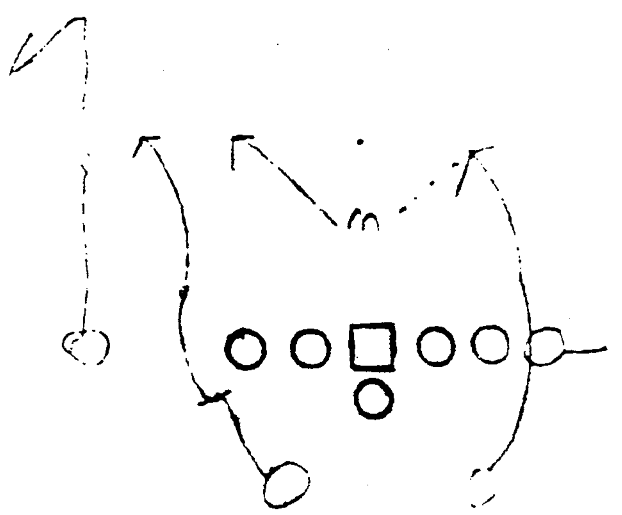
324 D. QK OUT



322 FB QK M



backs hot



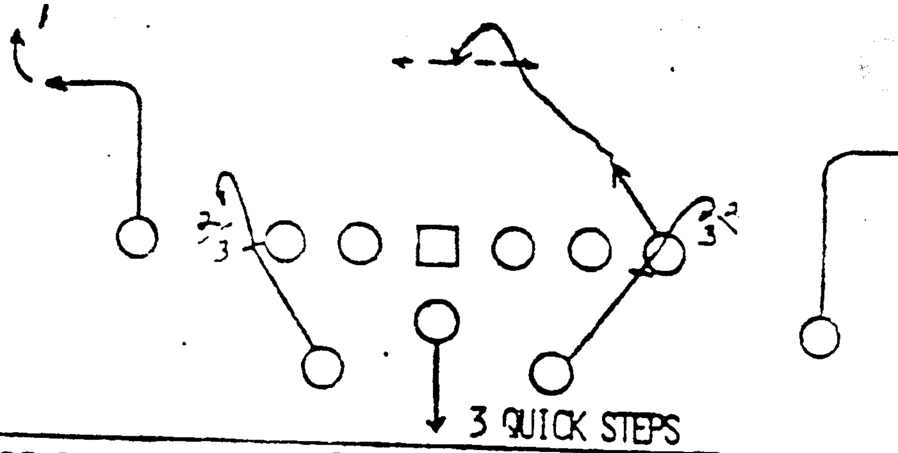
PLAY: 324(5) DOUBLE QUICK OUT

PROGRESSION: X-HB-FB OR Z-FB-HB

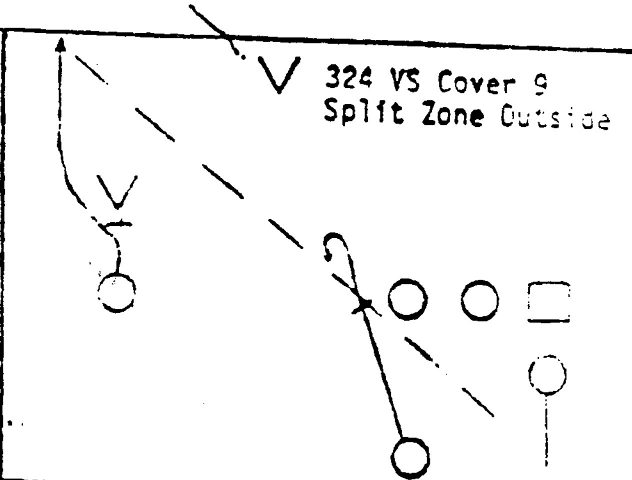
COMMENTS:

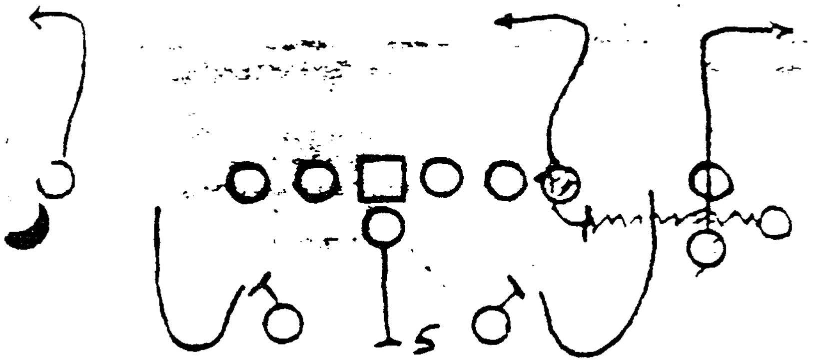
WE WILL RUN THIS PLAY ONLY WHEN GIVEN TO US.

QB PICKS A SIDE BEFORE THE SNAP OF THE BALL.

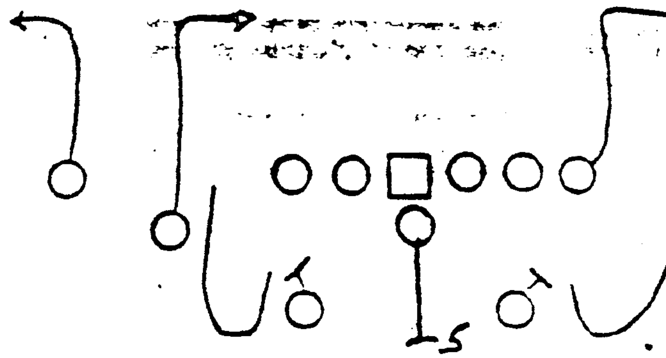


QB	3 BIG STEPS. PICK A SIDE BEFORE SNAP. DELIVER BALL AS RECEIVER PLANTS.
X	8 YARD SPLIT - 5 QUICK STEPS CROSS OVER @ 5 YARDS TO 7 YARDS. OUTSIDE RELEASE TO SEAM VS CLOUD.
Y	INSIDE RELEASE - LOOK FOR BALL QUICK - HOOK OVER MIDDLE 8 TO 10 YARDS DEEP.
Z	SAME AS X.
HB	AGGRESSIVE BLOCK ON "W" BACKER - NO RUSH - QUICK STOP.
FB	AGGRESSIVE BLOCK ON "B" BACKER - NO RUSH - QUICK STOP.

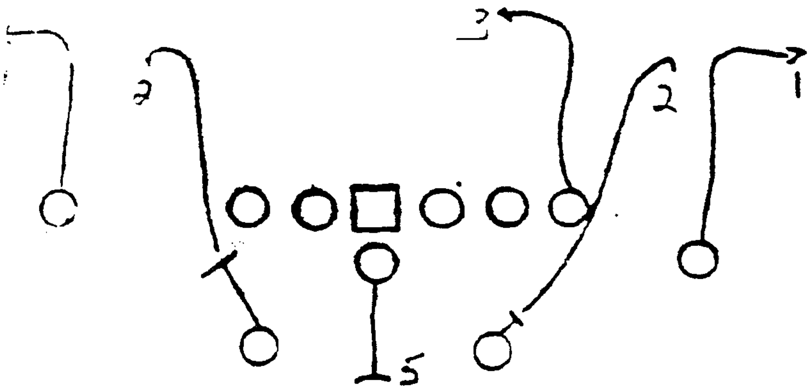




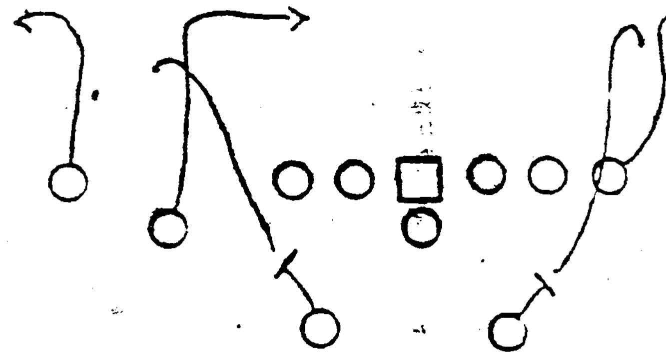
24 AUDIBLE



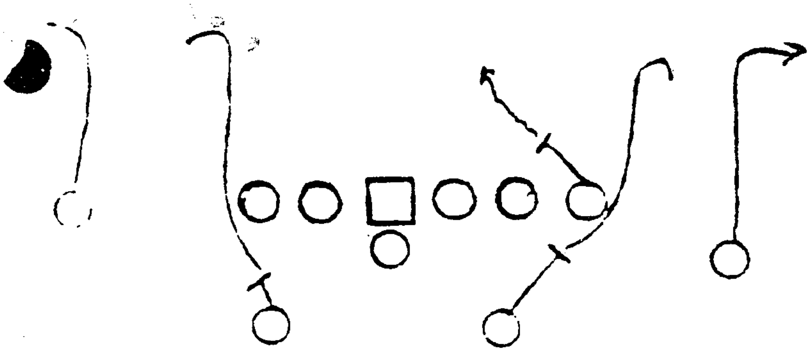
24 AUDIBLE



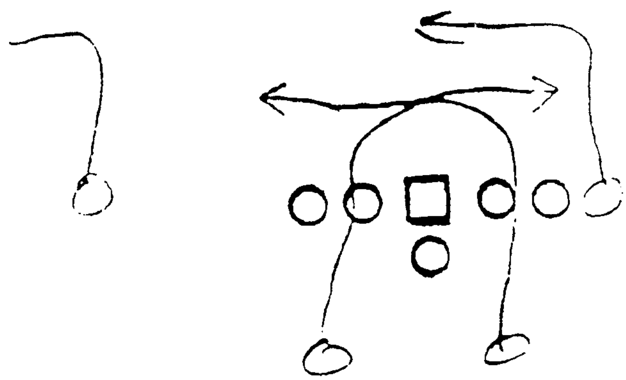
24 BACKS Fan

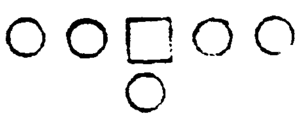


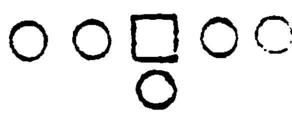
24 BACKS Fan



24 Backs Cross



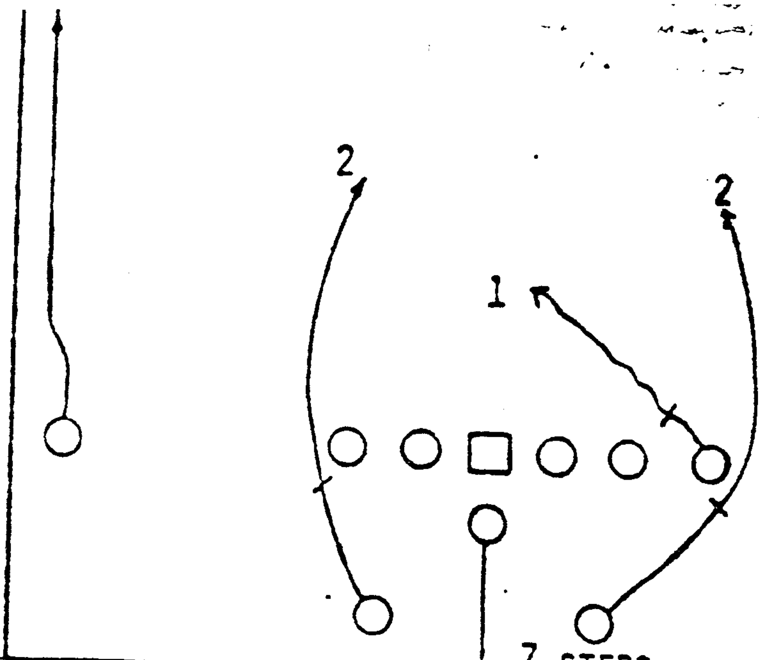




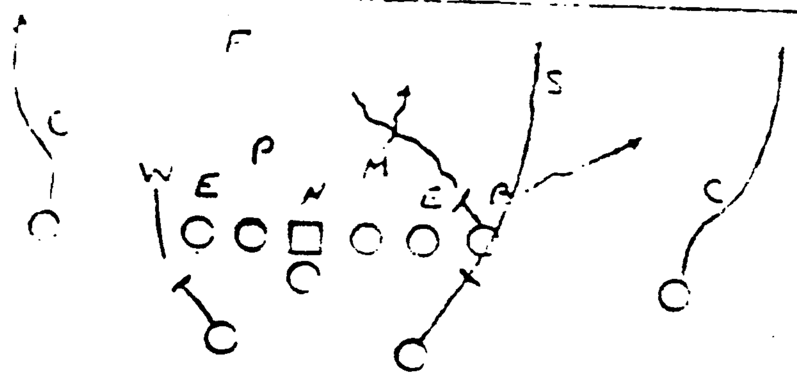
RED RIGHT (LEFT)
PLAY: 24(25) Y SNEAK

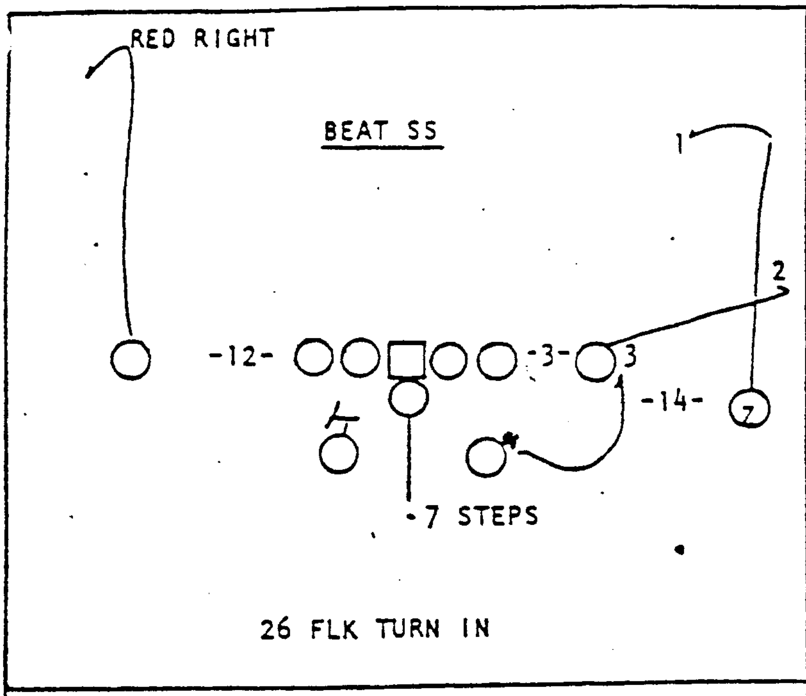
PROGRESSION: Y-HB/FB

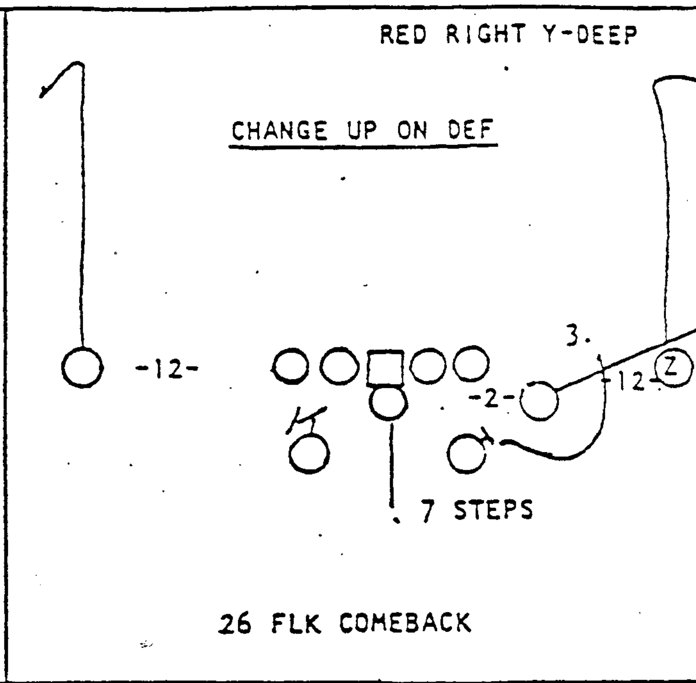
COMMENTS: BEAT M BACKER

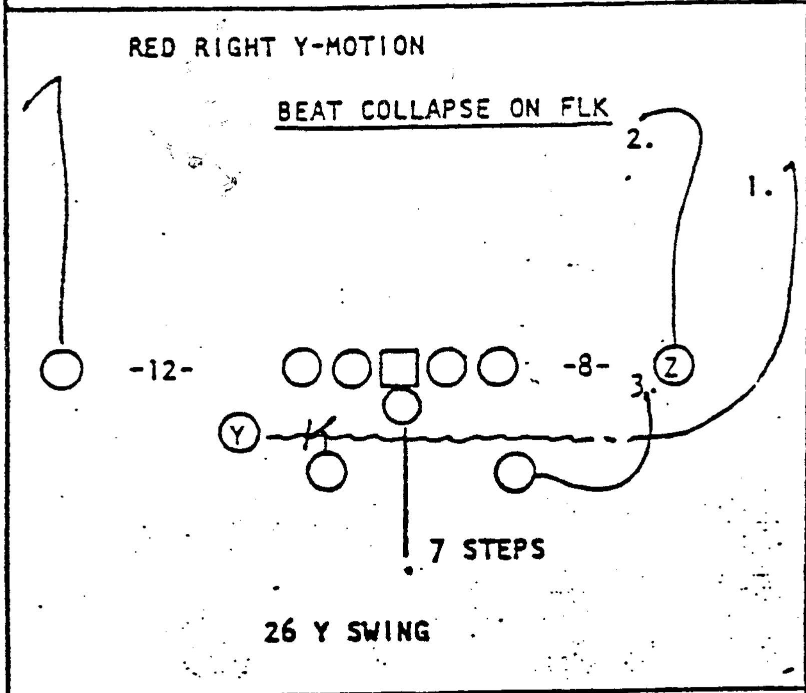


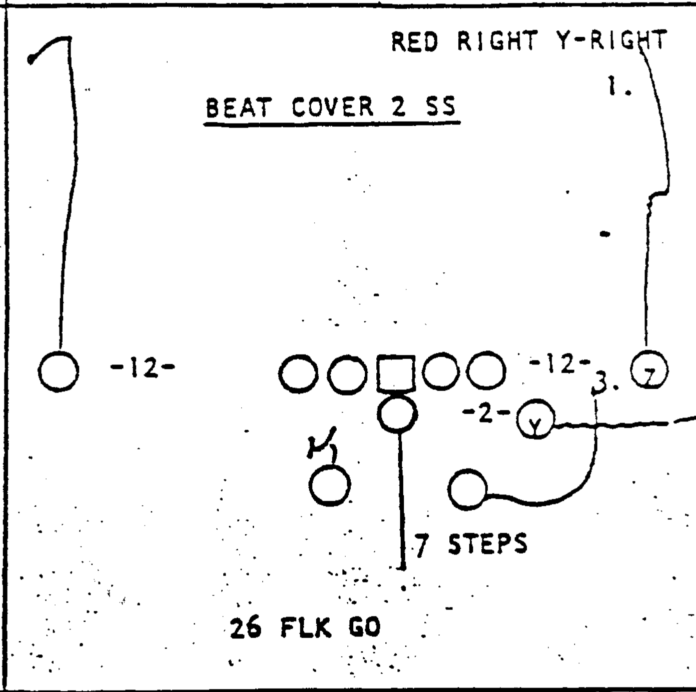
QB	7 STEP DROP - HIT - SIT - KEY LBERS DROP
X	12 YARD SPLIT - CLEAR - OUTSIDE RELEASE VS CLOUD
Y	SNEAK TECHNIQUE - KEY LBER'S DROP - DO NOT RUSH PATTERN
Z	12 YARD SPLIT - CLEAR - OUTSIDE RELEASE VS CLOUD
HB	CHECK W BACKER ON THE MOVE - NO BLITZ = CLEAR
FB	CHECK B BACKER ON THE MOVE - NO BLITZ = CLEAR

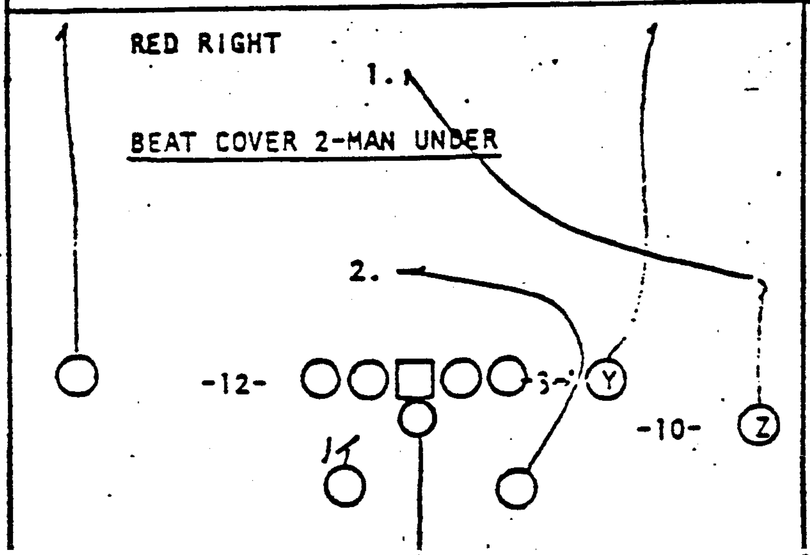


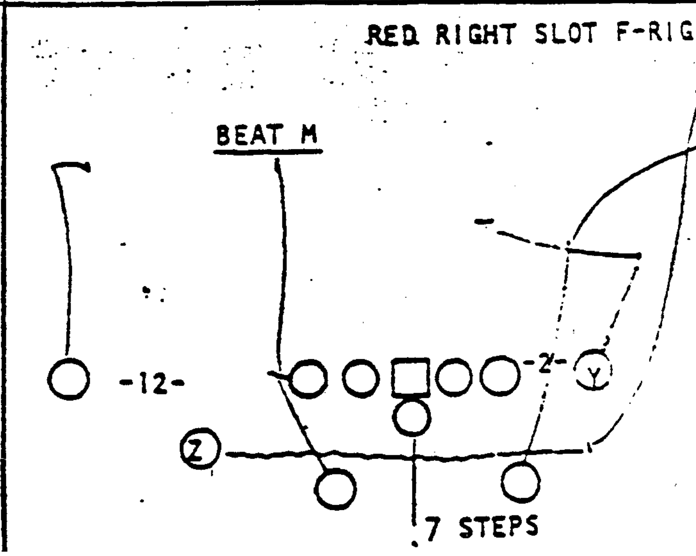

RED RIGHT
BEAT SS
1
2
-12-
-3-
3
-14-
Z
7 STEPS
26 FLK TURN IN


RED RIGHT Y-DEEP
CHANGE UP ON DEF
3.
-12-
-2-
12
Z
7 STEPS
26 FLK COMEBACK

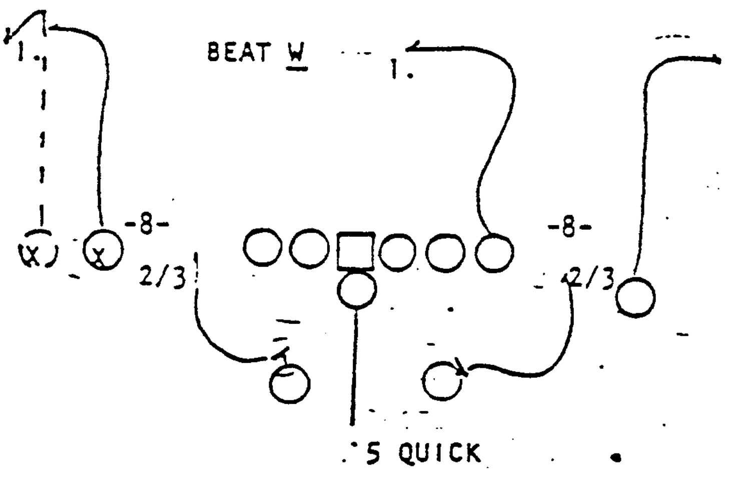

RED RIGHT Y-MOTION
BEAT COLLAPSE ON FLK
2.
1.
-12-
-8-
Z
3.
Y
7 STEPS
26 Y SWING


RED RIGHT Y-RIGHT
BEAT COVER 2 SS
1.
-12-
-12-
3.
Z
-2-
Y
7 STEPS
26 FLK GO


RED RIGHT
1.
BEAT COVER 2-MAN UNDER
2.
-12-
3
Y
-10-
Z

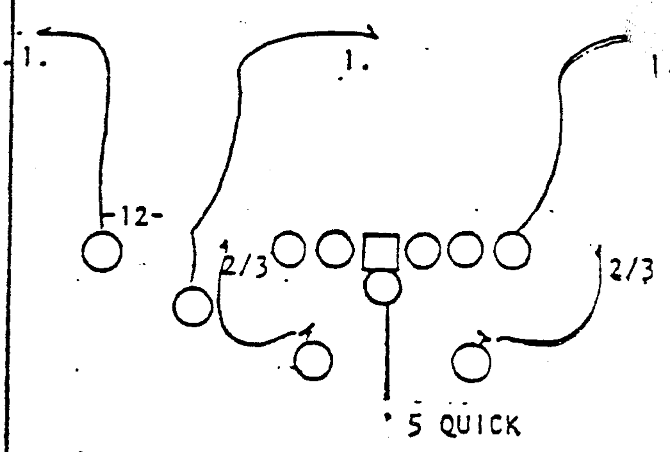

RED RIGHT SLOT F-RIG
BEAT M
-12-
-2-
Y
Z
7 STEPS

RED RIGHT



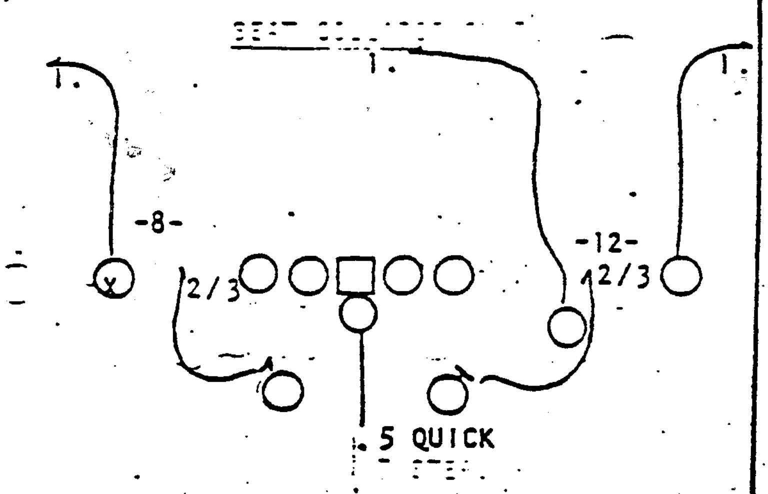
24 DOUBLE SQR OUT

RED RIGHT SLOT



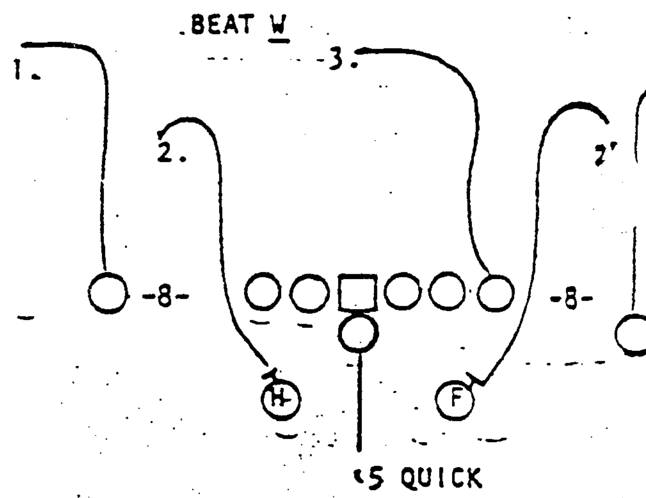
24 DOUBLE SQR OUT

RED RIGHT SLOT OPEN



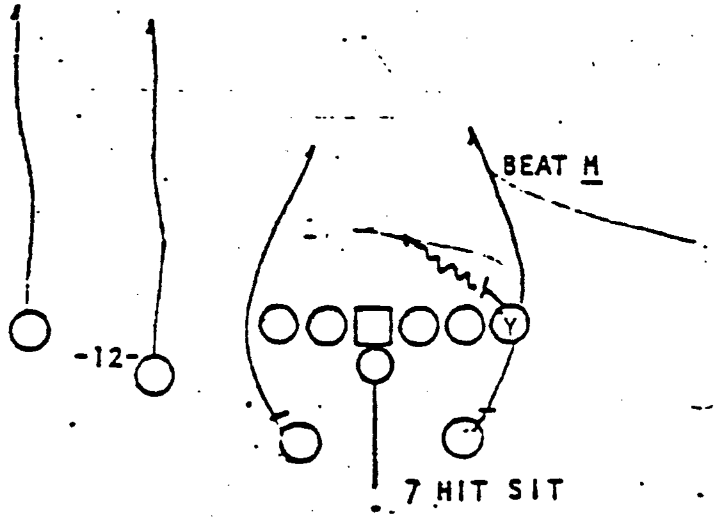
24 DOUBLE SQR OUT

RED RIGHT



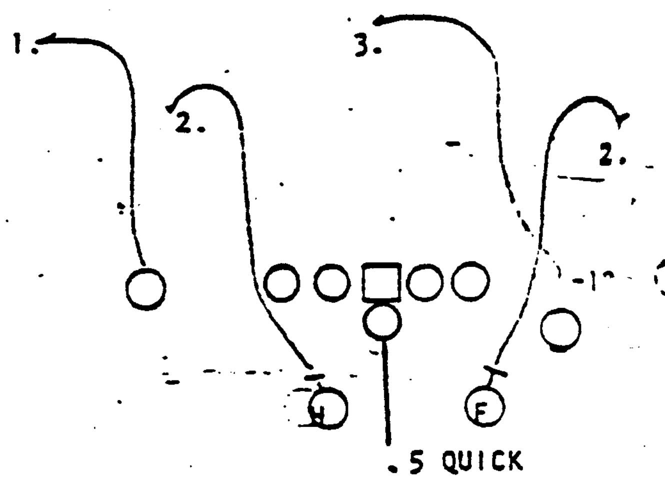
24 BACKS HOOK

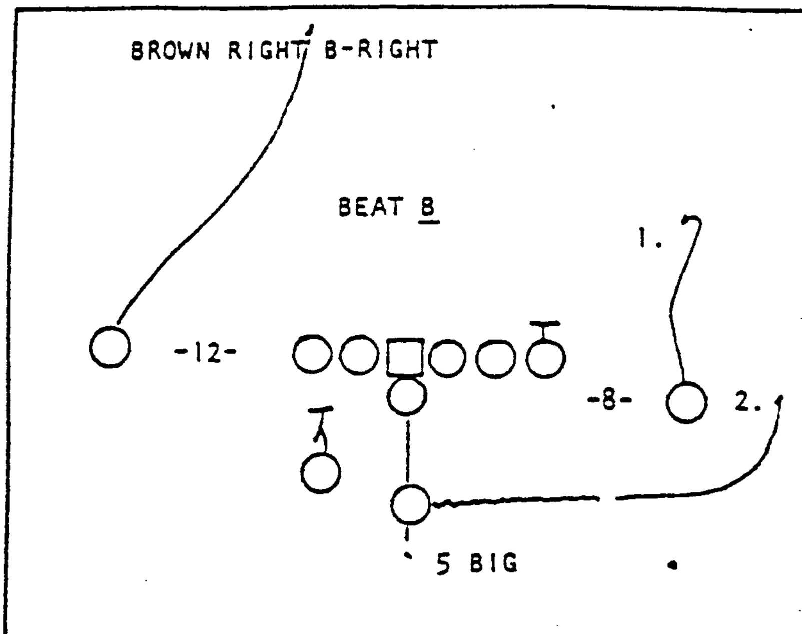
RED RIGHT SLOT



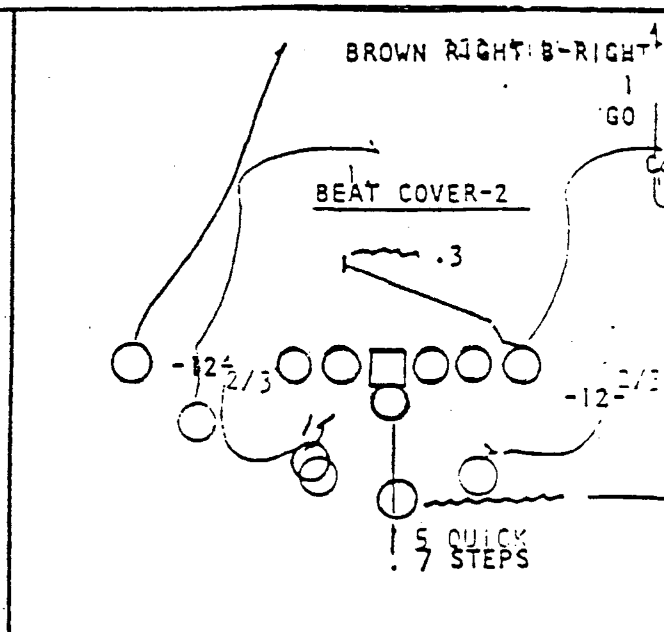
24 Y SNEAK

RED RIGHT SLOT OPE

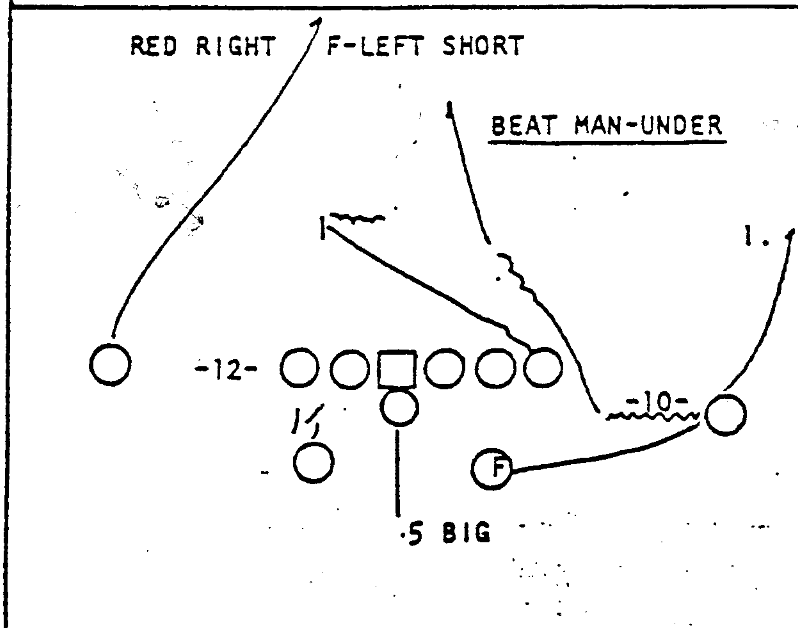




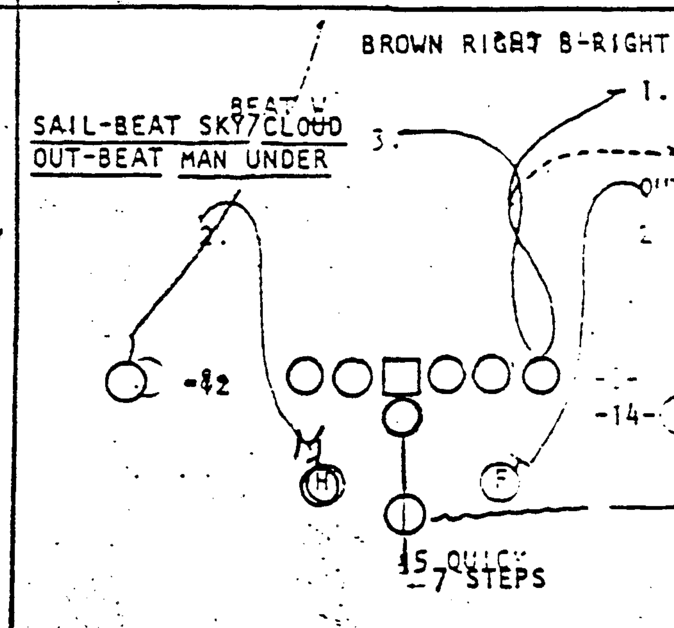
22 Z QK HOOK



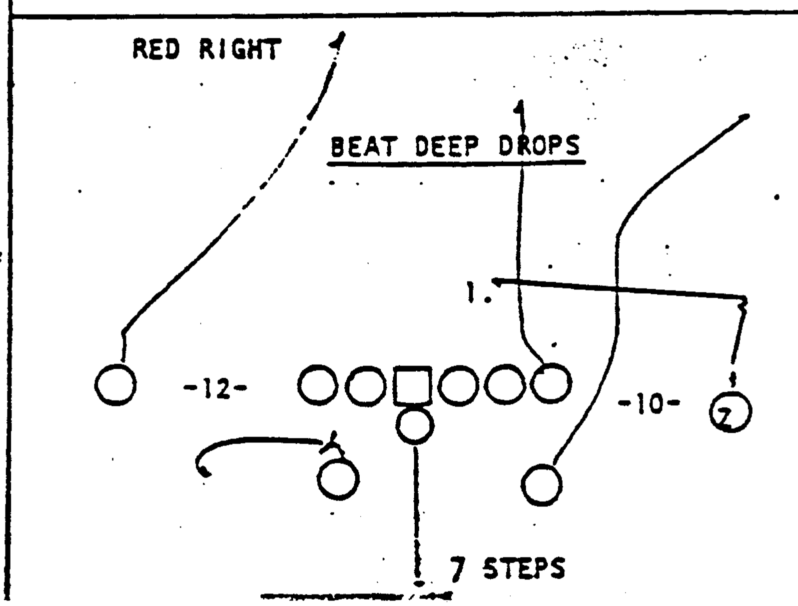
22 Z-GO/COMEBACK

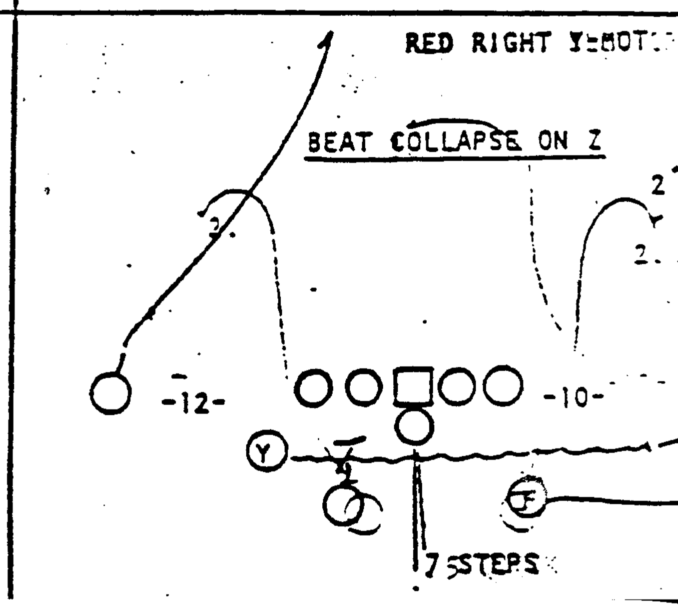


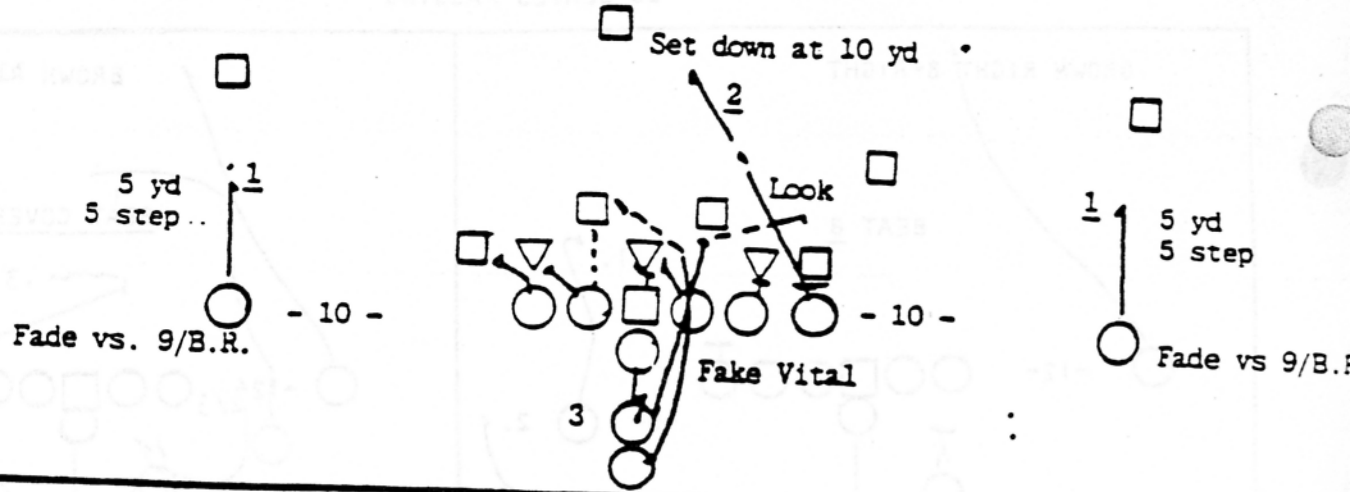
22 FB SWING



22 Y SAIL/OUT

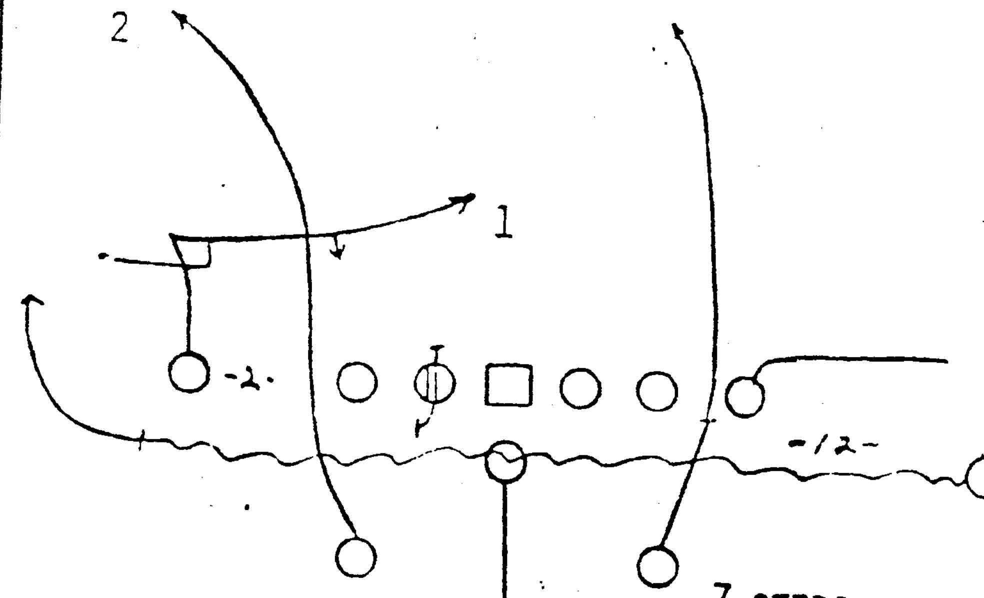




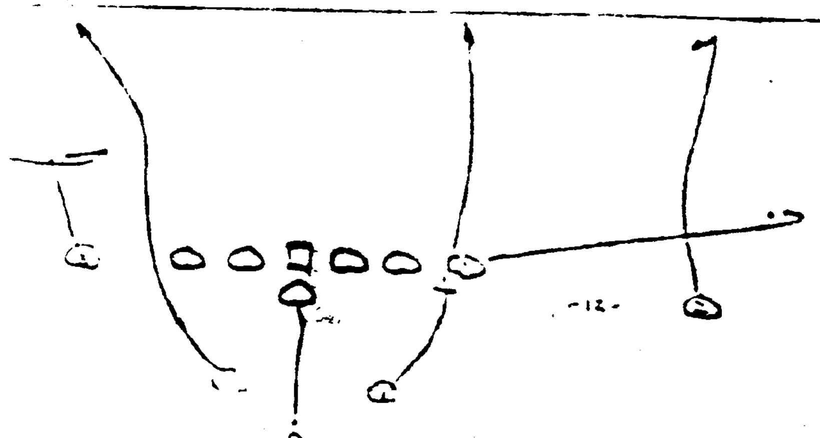

Set down at 10 yd
2
Look
5 yd
5 step
1
- 10 -
Fade vs. 9/B.R.
1
5 yd
5 step
- 10 -
Fade vs 9/B.R.
Fake Vital
3

PLAY: 20(21) X DELAY
20(21) X-Square In
PROGRESSION: X-(HB)-Z-Y

COMMENTS: BEAT P BACKER

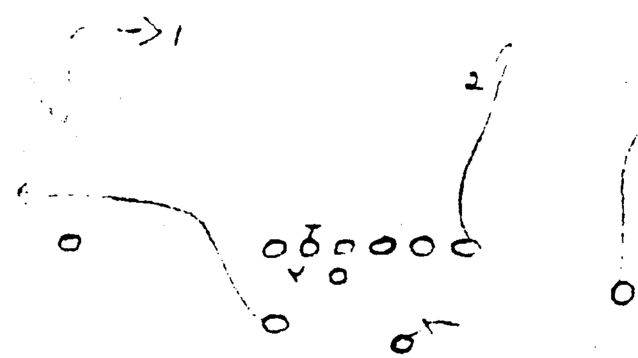


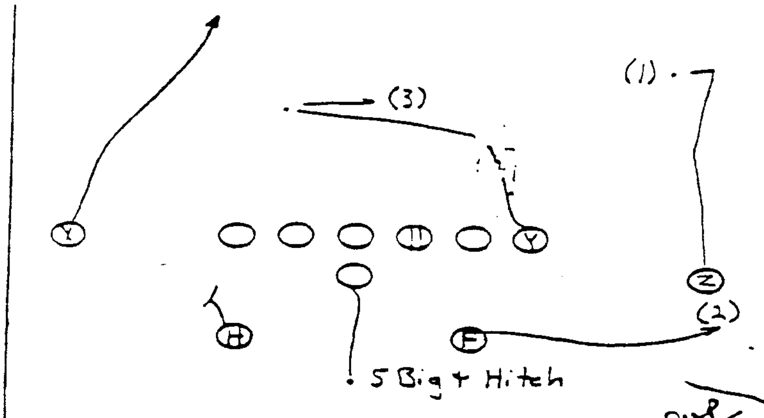
QB	7 STEPS - BE PATIENT - KEY W THEN M BACKER. W BLITZ = QUICK TO X ON DELAY.
X	2 YARD SPLIT - ALLOW HB TO CLEAR - BE PATIENT - DELAY - P FACING YOU SIT DOWN - VS BLITZ = ALERT QUICK INSIDE.
Y	OUTSIDE IMMEDIATE RELEASE TO DRAG PATTERN.
Z	12 YARD SPLIT - TURN IN PATTERN - ALERT AS OUTLET.
HB	SCAT - RELEASE INSIDE X - DO NOT BE DELAYED - RUN CORNER PATTERN.
FB	RESPONSIBLE FOR B BACKER ON THE MOVE - NO BLITZ = INSIDE Y. RELEASE AND CLEAR - MUST NOT BE HELD UP.



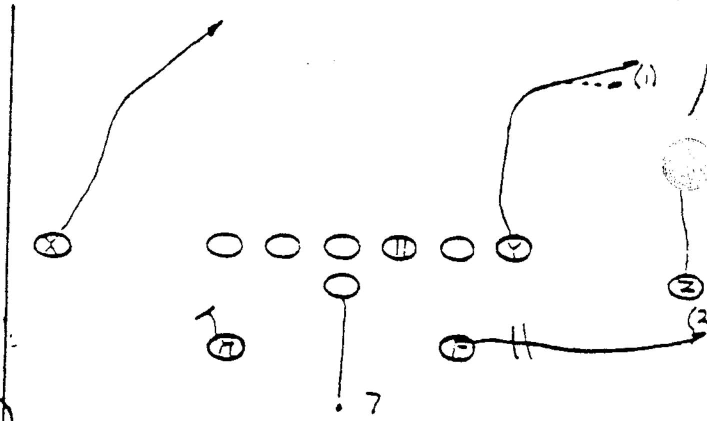
Pivot Out vs. MAN

20-21 X Sq. In

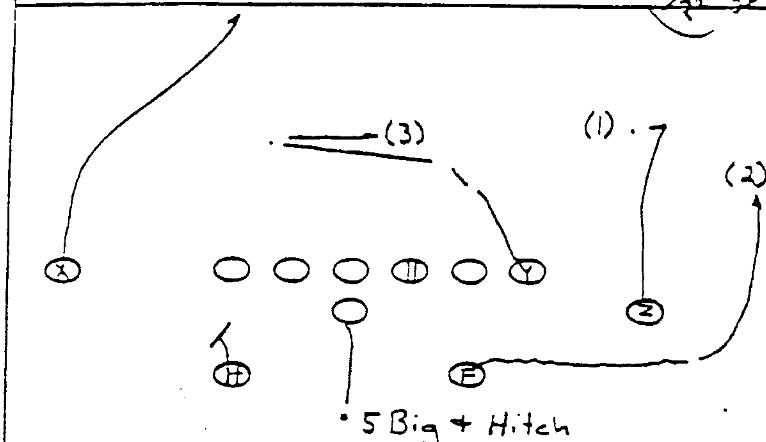




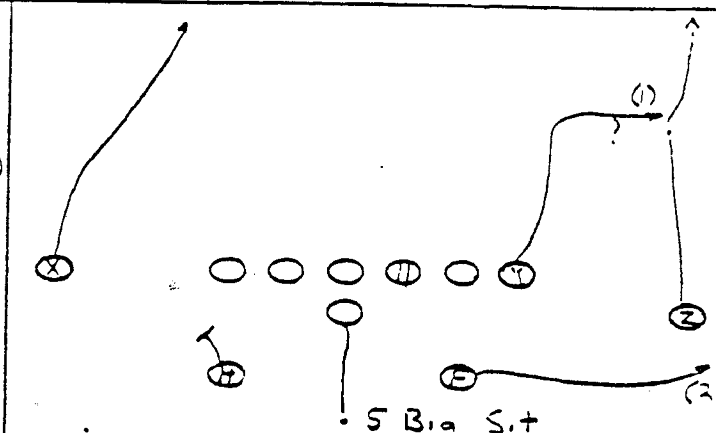
22 Z IN



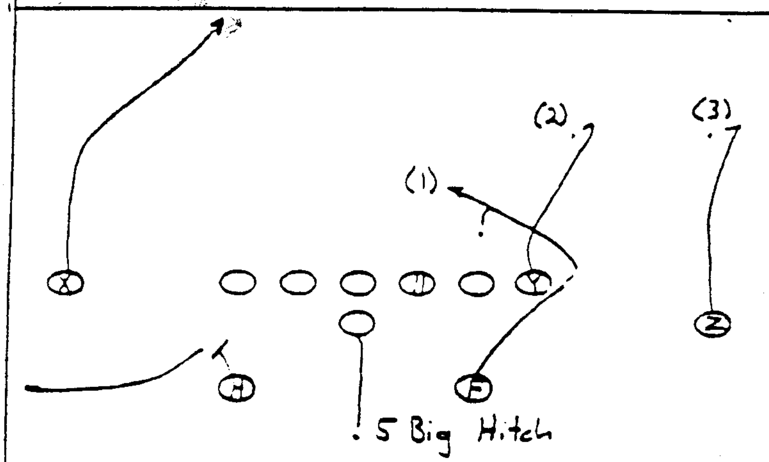
22 Y SAIL



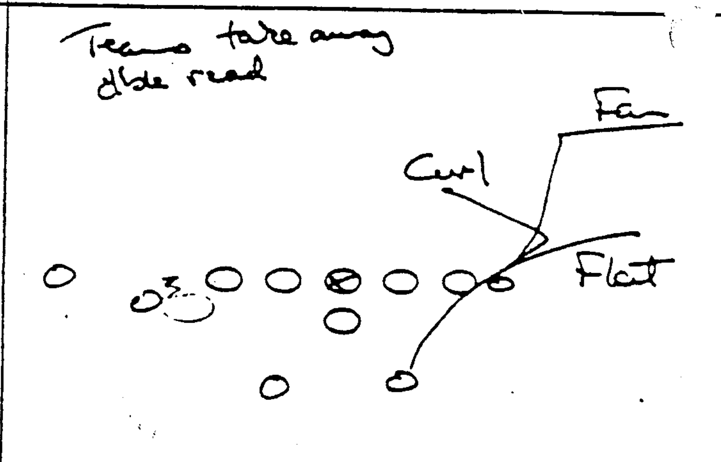
22 FB SWING



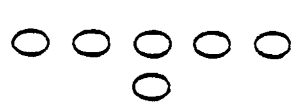
22 Y OUT

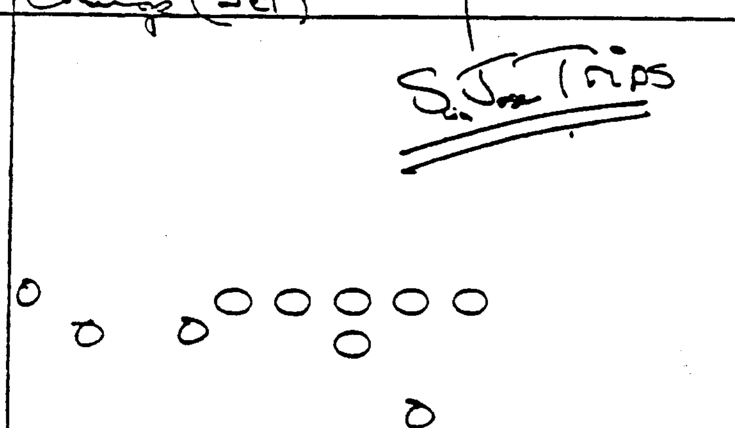


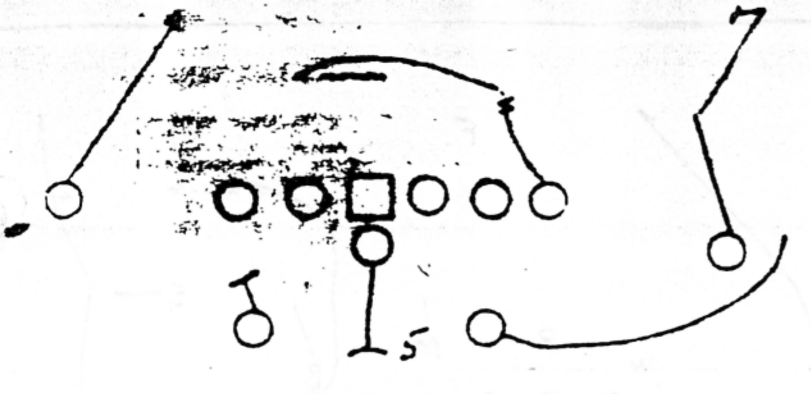
22 FB CURL



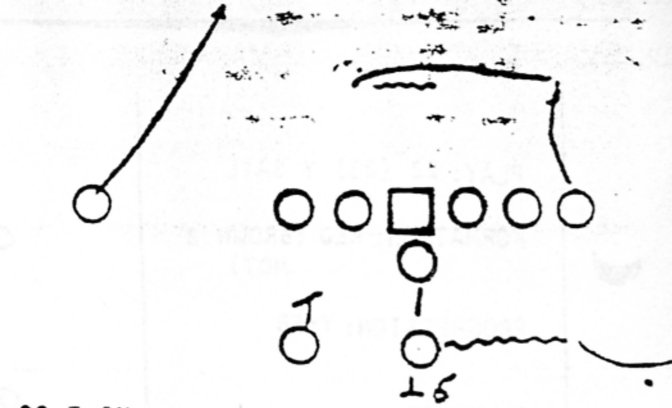
Change (Jet)



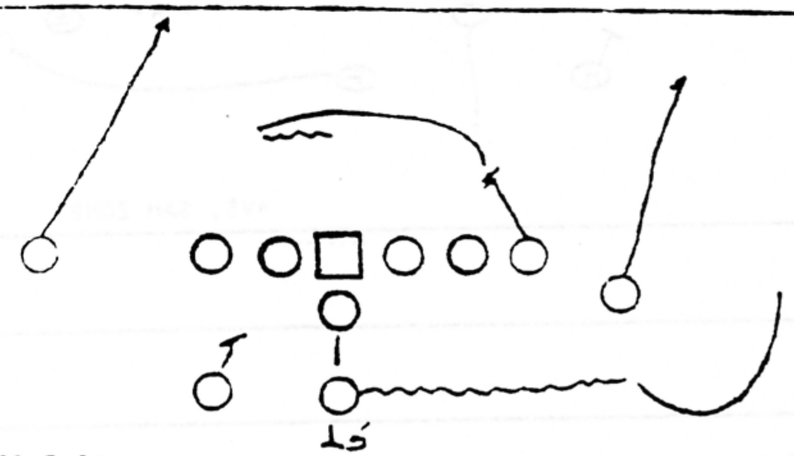




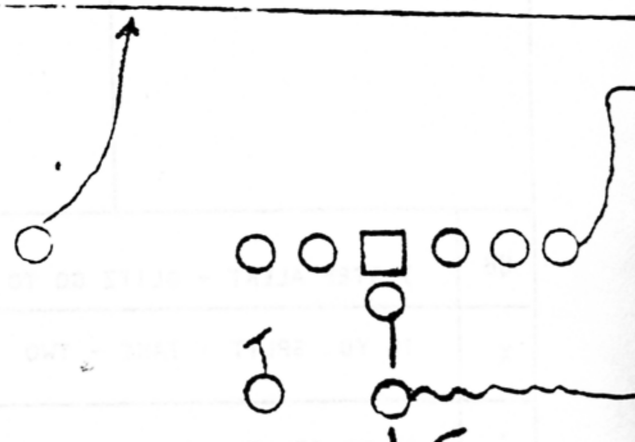
22 Z IN



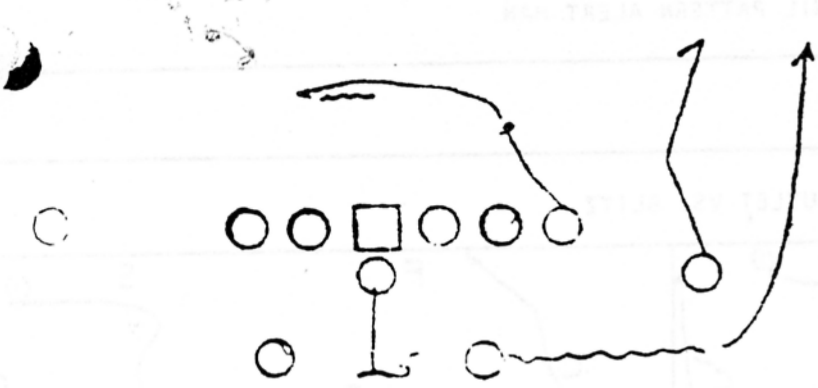
22 Z IN



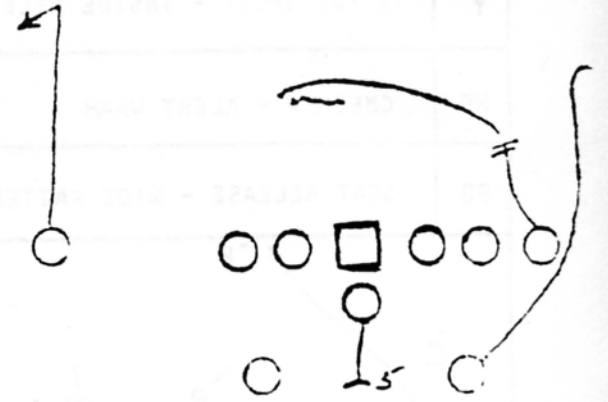
22 Z IN



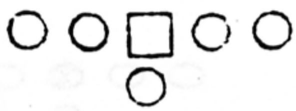
22 Y OUT

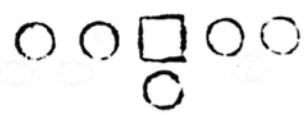


22 F.B. SWING



22 F.B. FAN



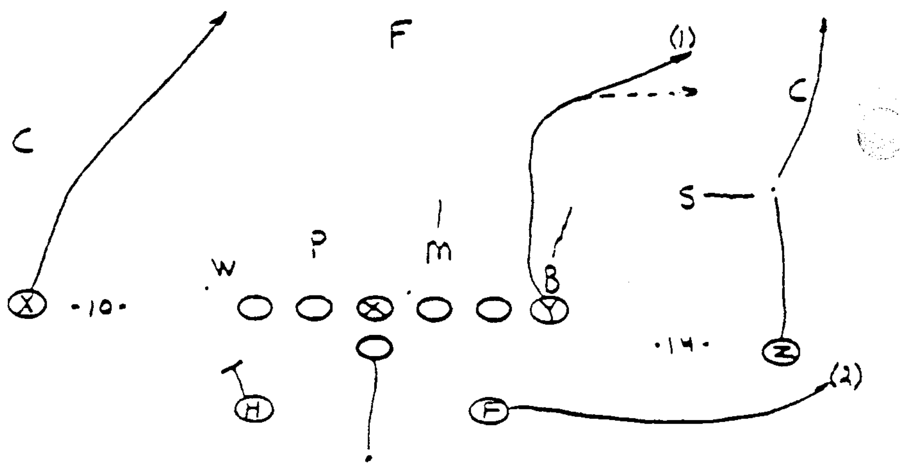


PLAY: 22 (23) Y SAIL

FORMATION: RED (BROWN B MOT)

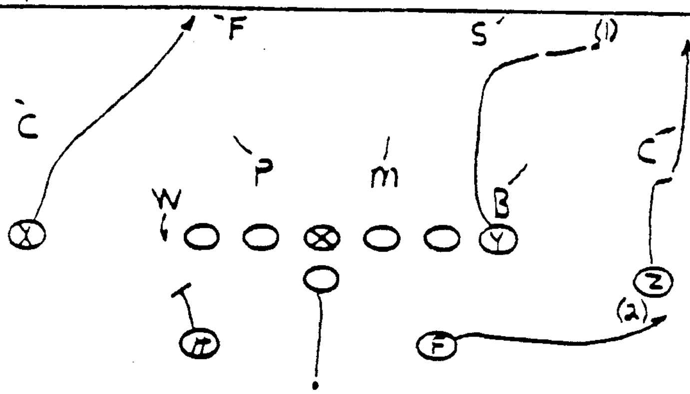
PROGRESSION: Y-FB

COMMENTS:

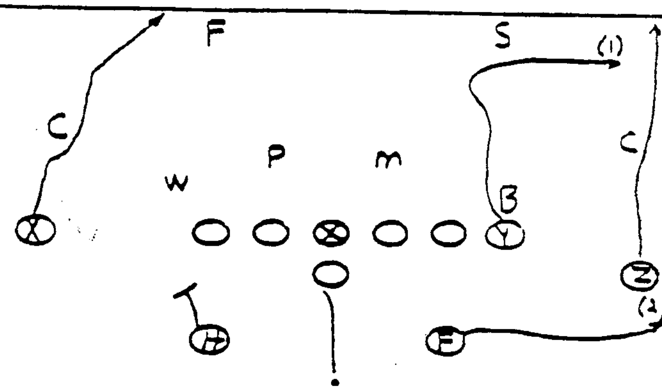


*VS. SAM ZONE

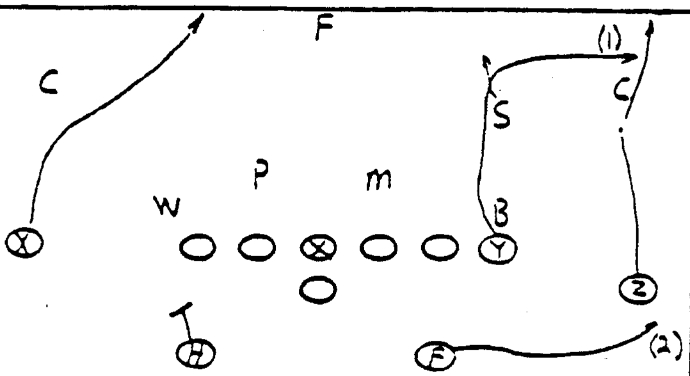
QB	7 STEP ALERT - BLITZ GO TO FB
X	10 YD. SPLIT - TAKE - TWO
Z	14 YD. SPLIT - CLEAR C.P. - MUST TURN CORNER OUT
Y	2 YD. SPLIT - INSIDE RELEASE SAIL PATTERN ALERT MAN
HB	CHECK W - ALERT WHAM
FB	SCAT RELEASE - WIDE PATTERN - OUTLET VS. BLITZ



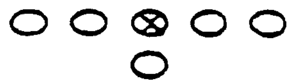
VS. DBL ZONE



VS. DBL MAN



VS. MAN FREE



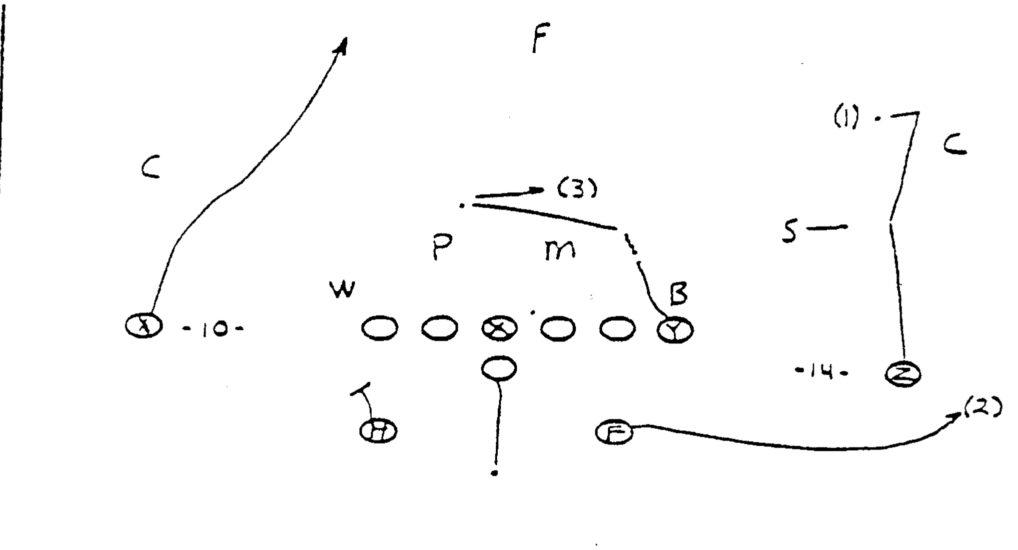
PLAY: AUDIBLE 22/23

FORMATION: RED

PROGRESSION: Z-FB-Y

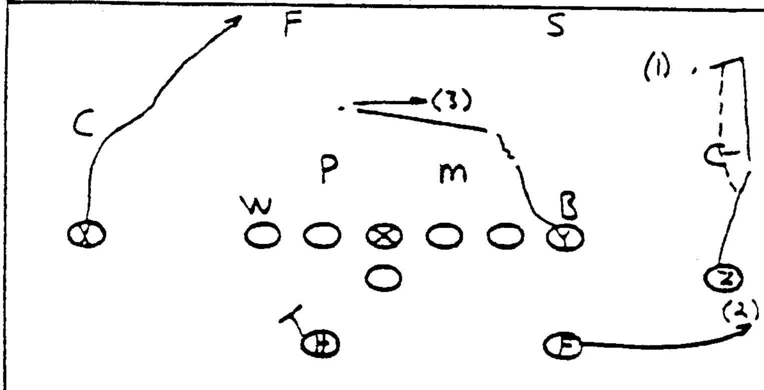
COMMENTS:

ALERT OVERLOAD RUSH
BEST SHORT MAN

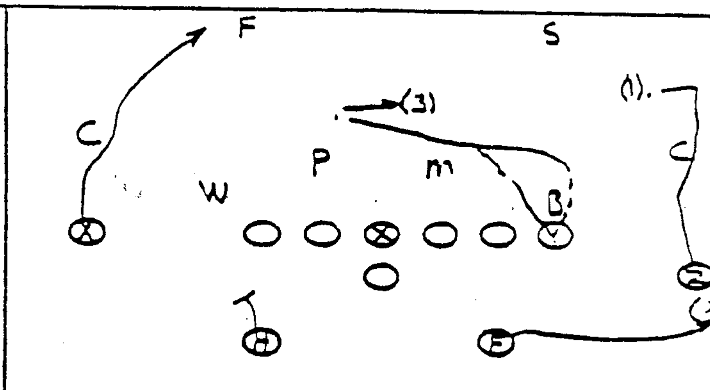


5 BIG

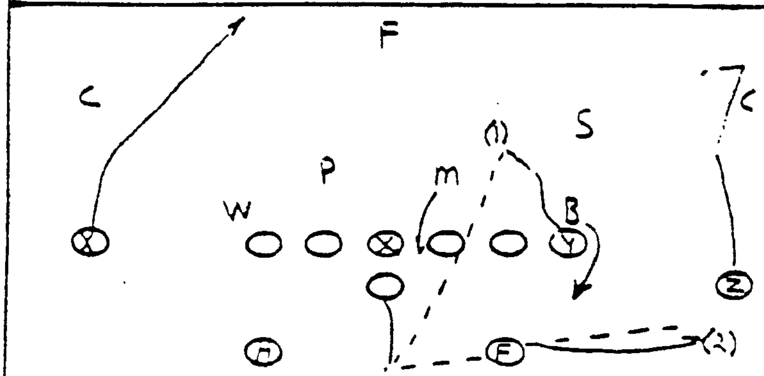
QB	5 BIG & HITCH STEP - ALERT FB VS. OVERLOAD RUSH - DBL MAN
X	TAKE TWO - 10 YARD SPLIT
Z	SQUARE IN PATTERN 14 YARD SPLIT - ALERT DBL ZONE/MAN
Y	SPLIT 1½ WALL-HOOK PATTERN INSIDE RELEASE - ALERT DBL MAN (OUTSIDE RELEASE)
HB	CHECK W - ALERT WHAM CALL - STAY, HELP
FB	SCAT - WIDE PATTERN - ALERT DBL MAN - OVERLOAD RUSH



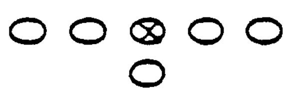
VS. DBL ZONE



VS. DBL MAN



OVERLOAD RUSH



ED RIGHT (LEFT)

LAY: 22 Z IN - 22(23) FB Swing

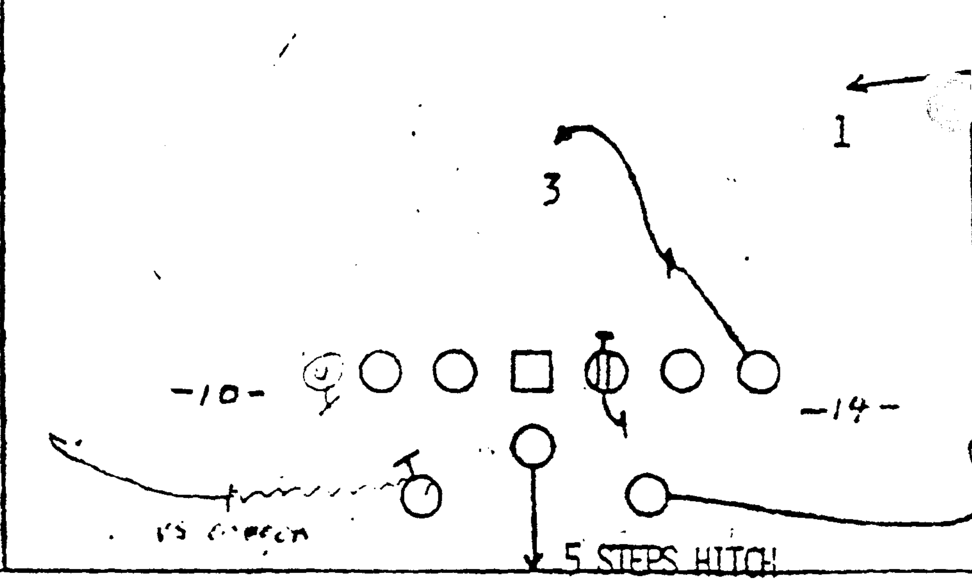
OGRESSION: Z-FB-Y

BLITZ-Y ALERT-FB

OTENTS: DO NOT LEAD RECEIVER-ALERT FOR BLITZ

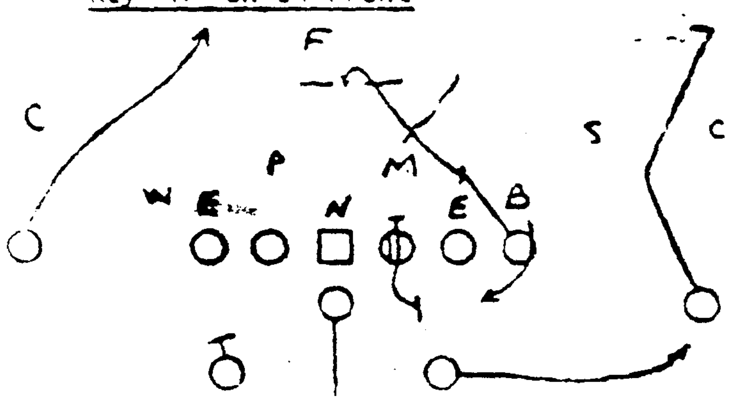
BEST VS MAN OR 3 SKY.

Key Sam - throw off back shoulder of sam

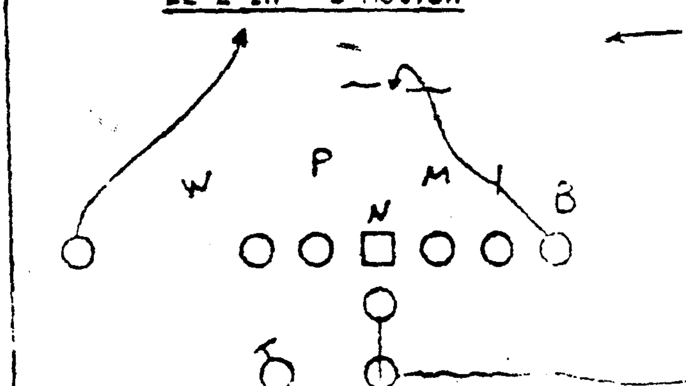


B	5 BIG STEPS - HITCH THROW - KEY "B" BACKER OR "M" IN 34 FRONT. HIT F QUICK VS BLITZ - ALERT FOR Y ON "POP" PASS. THROW 1 FOOT IN FRONT OF
X	TAKE TWO PATTERN - OCCUPY SAFETY IN DEEP MIDDLE.
Y	INSIDE RELEASE - WALL OFF "M" AND HOOK OVER MIDDLE 6 TO 8 YARDS DEEP. ALERT FOR POP VS BLITZ - BE READY TO SLIDE AWAY FROM COVERAGE.
	RELEASE UPFIELD TO 12 YARDS, PLANT OUTSIDE FOOT AND BREAK IN - BE FOR BALL AT BREAK. PATTERN DEVELOPS 10-14 YARDS DOWNFIELD.
	STAY - RESPONSIBLE FOR "W" BACKER.
FB	SCAT - WIDE FLARE - VS B BLITZ - ALERT FOR BALL QUICK.

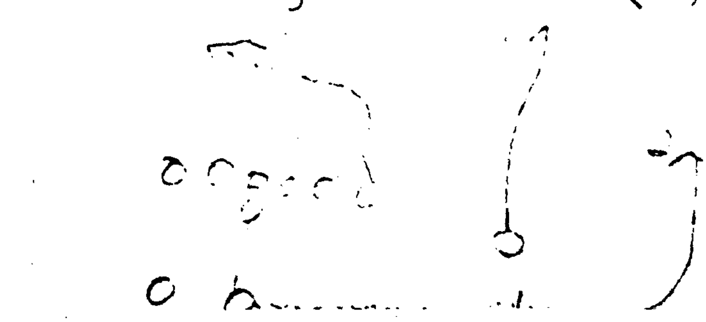
Key "M" on 34 Front

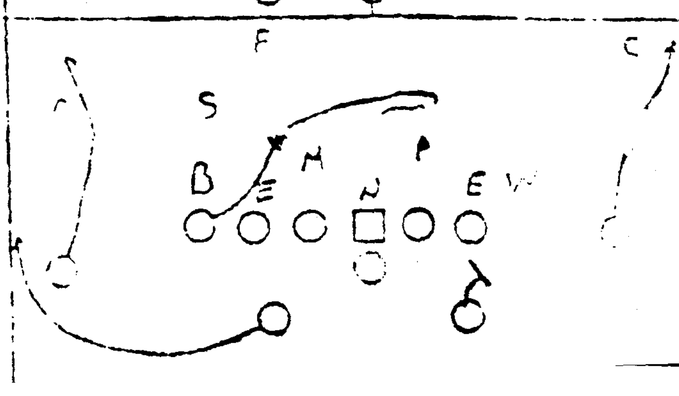


22 Z In - B Motion



22-23 FB Swing   Brown B-mot(str)





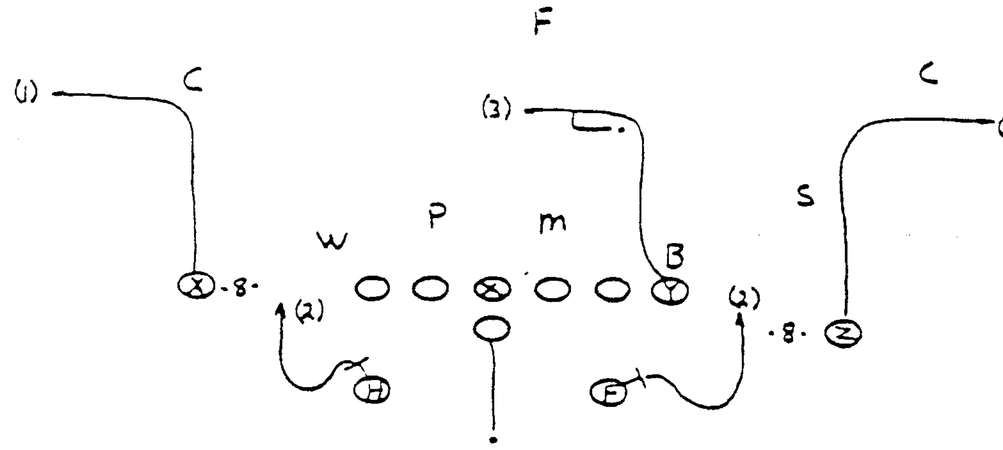
PLAY: AUD 24-25

FORMATION: RED, RED SLOT

PROGRESSION: SAM, X-HB-Y
DBL Y-FB-HB

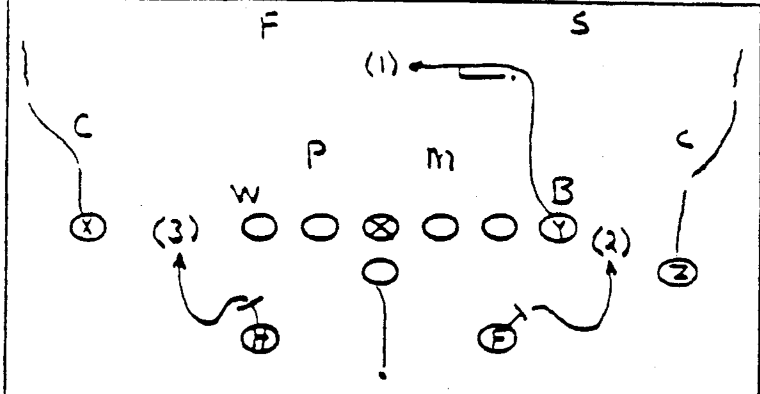
COMMENTS:

ALERT TE PIVOT OUT

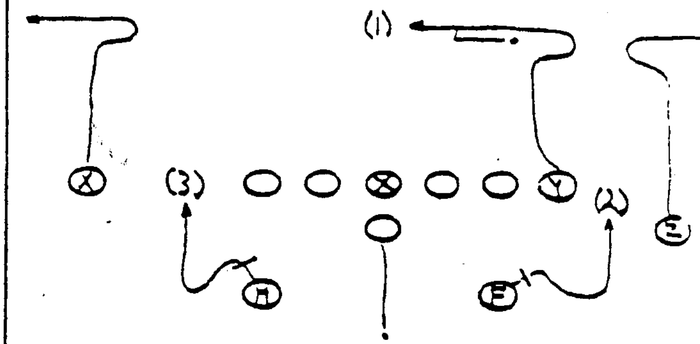


5 QUICK

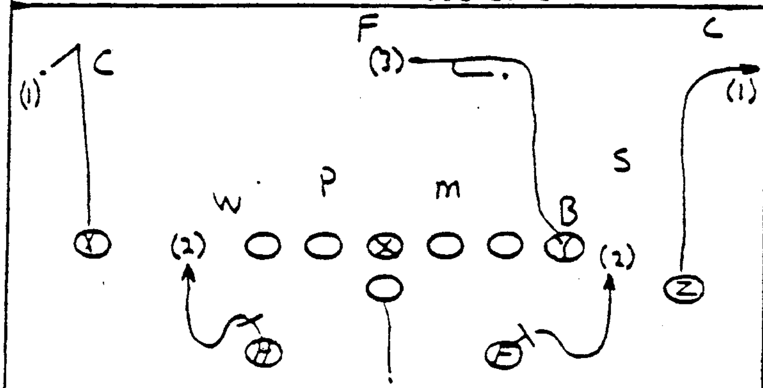
QB	5 QUICK STEPS - TIMED THROW - VS. TIGHT END 5 BIG STEPS SIT
X	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE) ALERT DBL MAN - ALERT DBL ZONE
Z	8 YARD SPLIT - SQUARE OUT - CM BK (INTO SIDELINE)
Y	1½ YARD SPLIT - INSIDE RELEASE - CROSS PATTERN - ALERT DBL MAN/ZONE - 12 YARD DEPTH
HB	CHECK W - ALERT WHAM CALL - M PATTERN
FB	CHECK B - ALERT WHAM CALL - M PATTERN



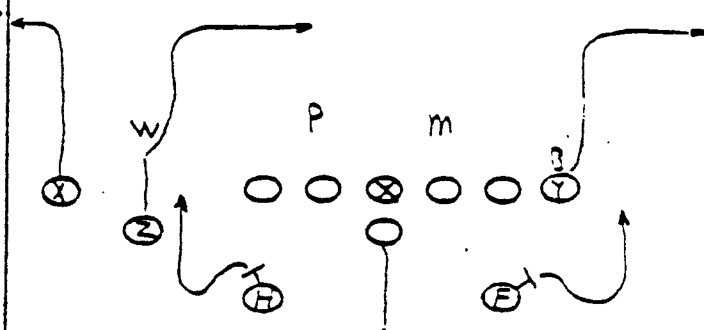
VS. DBL ZONE



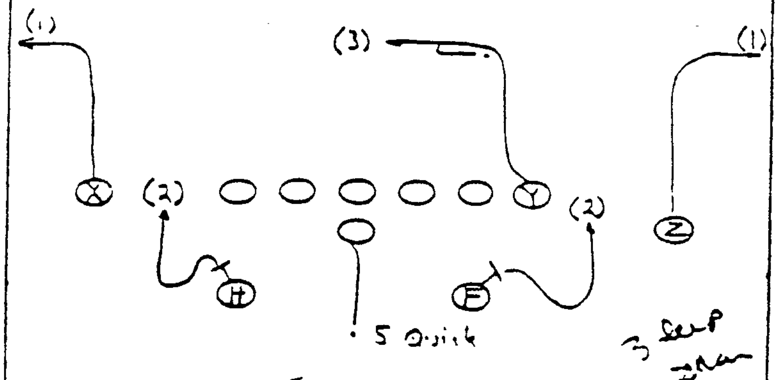
VS. DBL MAN



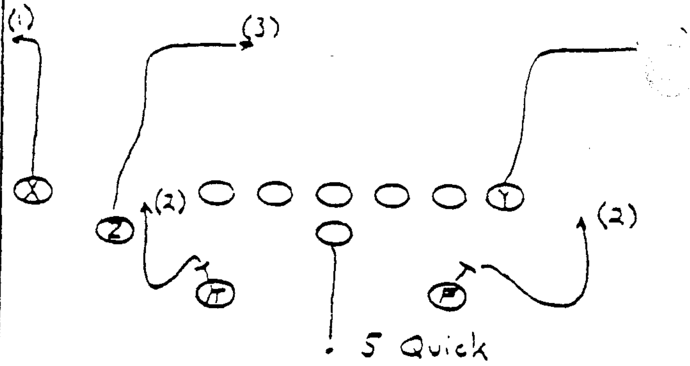
INTO SIDELINE



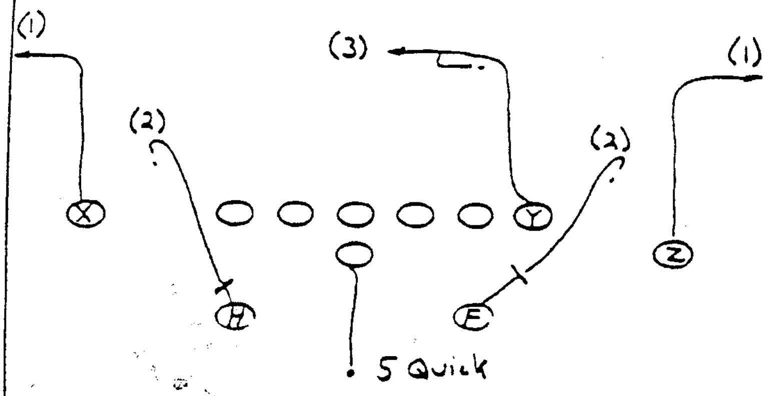
SLOT FORMATION



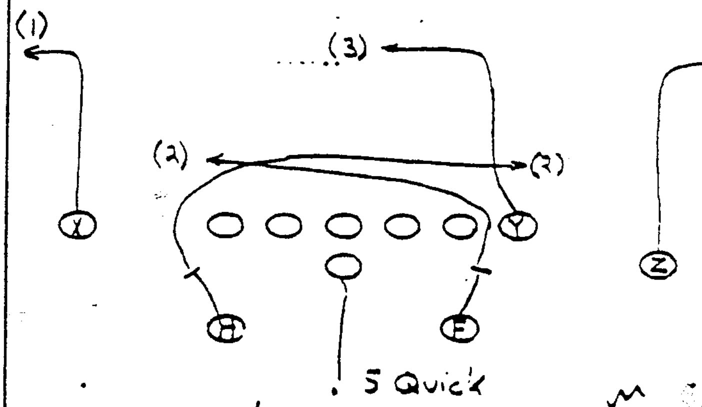
24 DBL SQUARE OUT



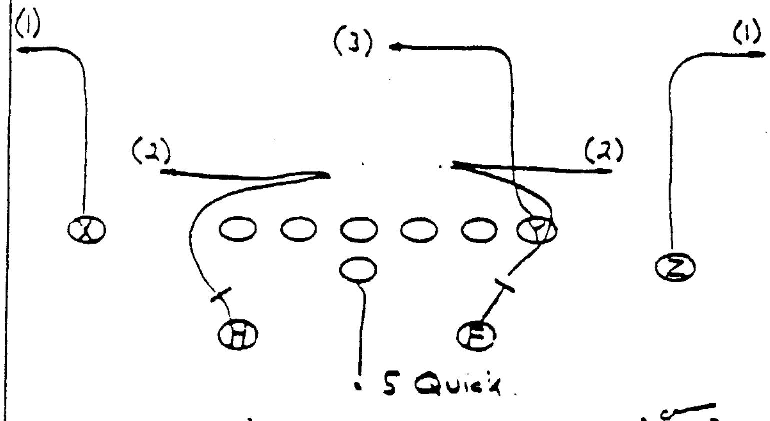
24 DBL SQUARE OUT



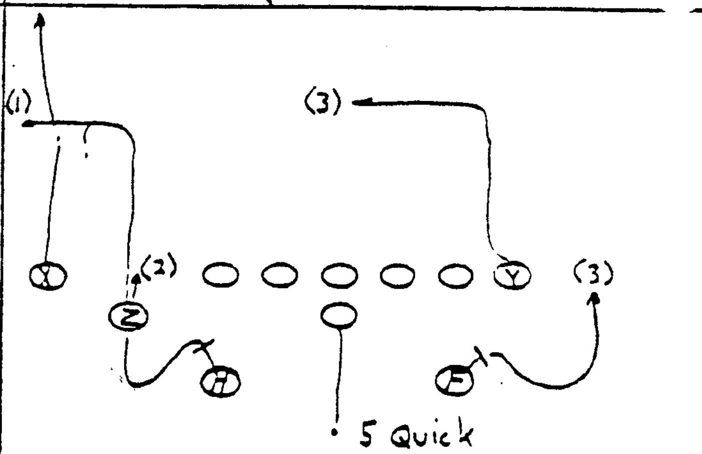
24 BACKS HOOK



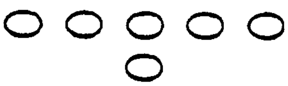
24 BACKS CROSS

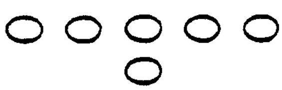


24 BACKS ARROW



24 SLOT OUT





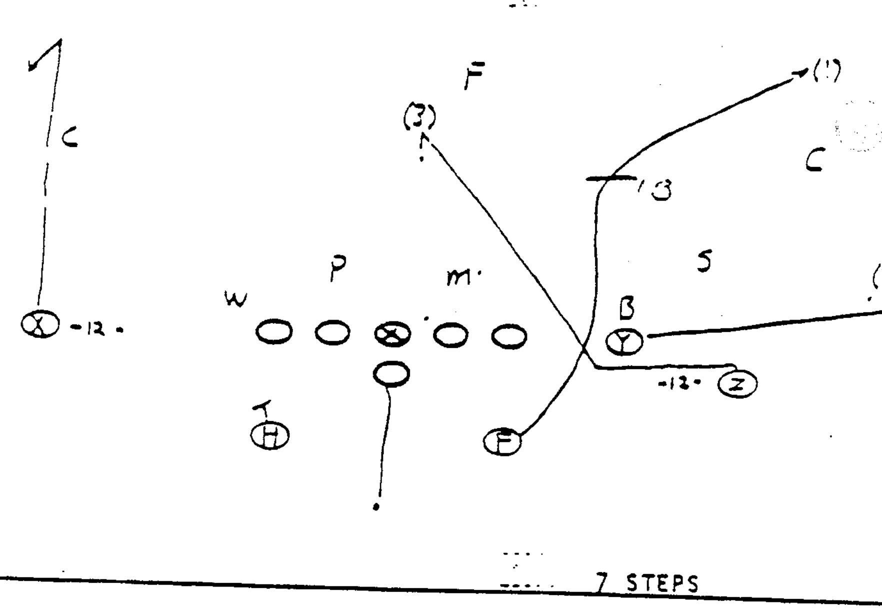
PLAY: 26-27 FB CORNER

FORMATION: RED F-SHORT

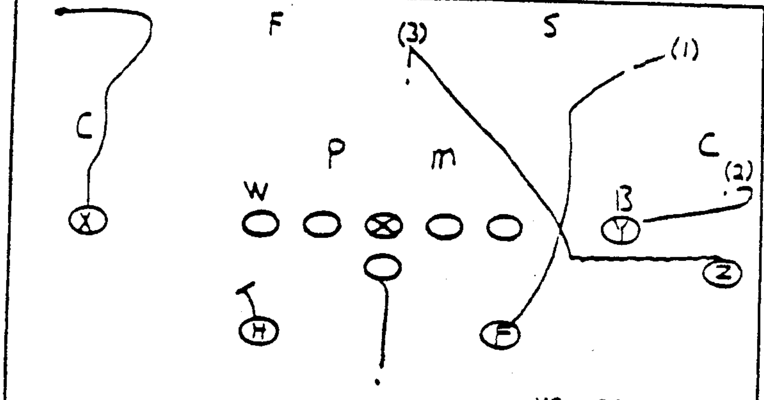
PROGRESSION: FB-Y-Z

COMMENTS:

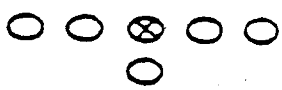
BEST VS. DBL MAN
OR FREE MAN

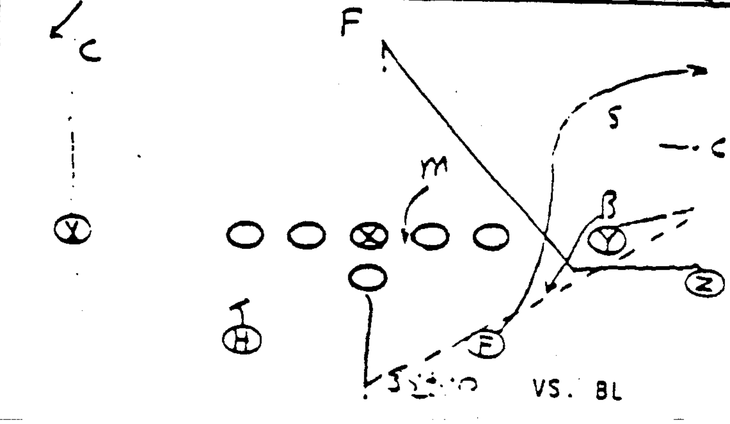


QB	7 STEP DROP
X	12 YARD SPLIT - COMEBACK PATTERN
Z	12 YARD SPLIT - SHORT MOTION - HOOK OVER BALL - 15 YARDS DEEP - ALERT TO SLIDE TO OPEN SPOT
Y	IMMEDIATE RELEASE - DRAG PATTERN - ALERT FOR BALL QUICK VS. BLITZ
HB	STAY - RESPONSIBLE FOR W BLITZ
FB	SCAT - INSIDE RELEASE - CORNER PATTERN - PUSH STRAIGHT UP THE FIELD LAST 5 YARDS BEFORE BREAK TO CORNER

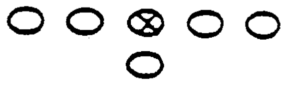


VS. DBL ZONE





VS. BL

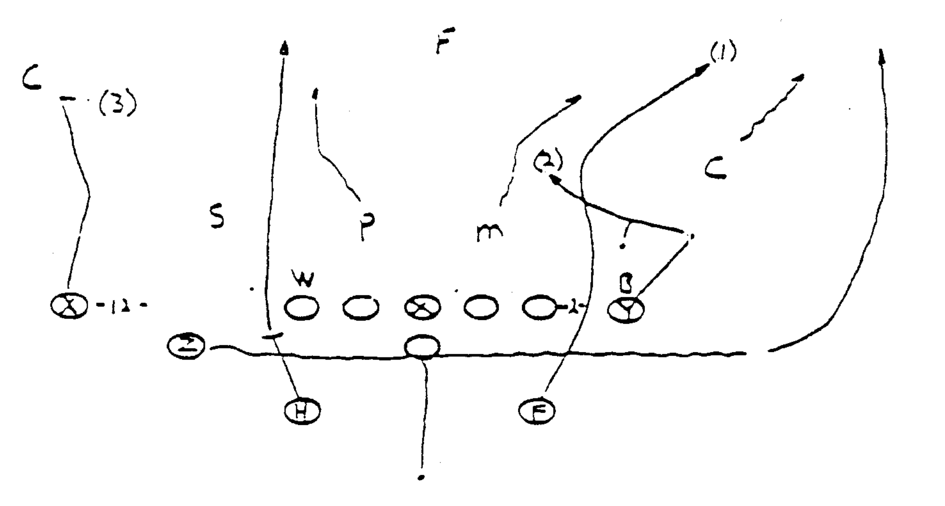


PLAY: 26-27 Y DELAY

FORMATION: RED SLOT
RED F-MOTION

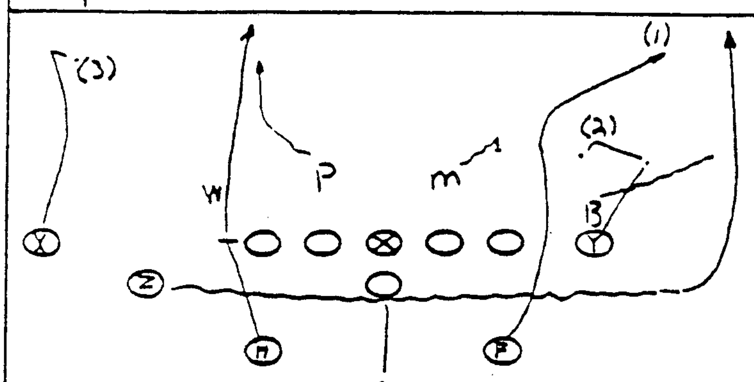
PROGRESSION: FB-Y-X

COMMENTS:
Y - IS OUTLET VS. BLITZ

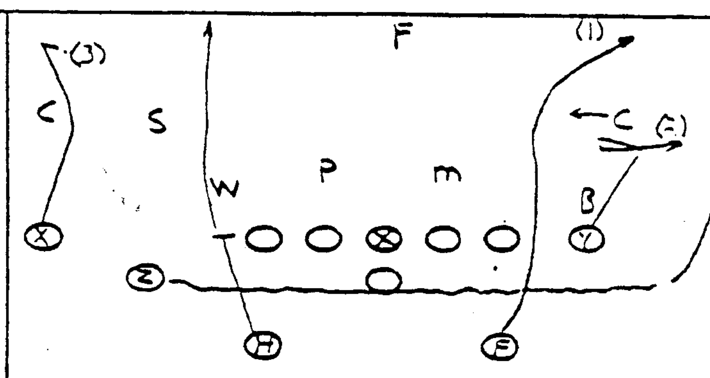


7 STEPS

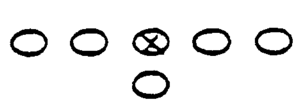
QB	7 STEP DROP - FIND NEAR M - KEY M
X	12 YARD SPLIT - SQUARE IN PATTERN
Z	CLEAR PATTERN - MUST TURN DEFENDER OUTSIDE
Y	SPLIT 2 YARDS - RELEASE OUTSIDE 4 STEPS - FIND NEAR M/ALERT SIT/ALERT PIVOT OUT
HB	BLUNT BLK W 1F ON L.O.S. OR RUSH - RUN CLOSE PATTERN UPFIELD FAST
FB	SCAT RELEASE INSIDE Y - RUN THRU M BKER INSIDE - OUT

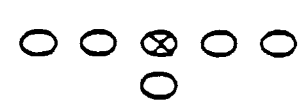


SIT



PIVOT-OUT





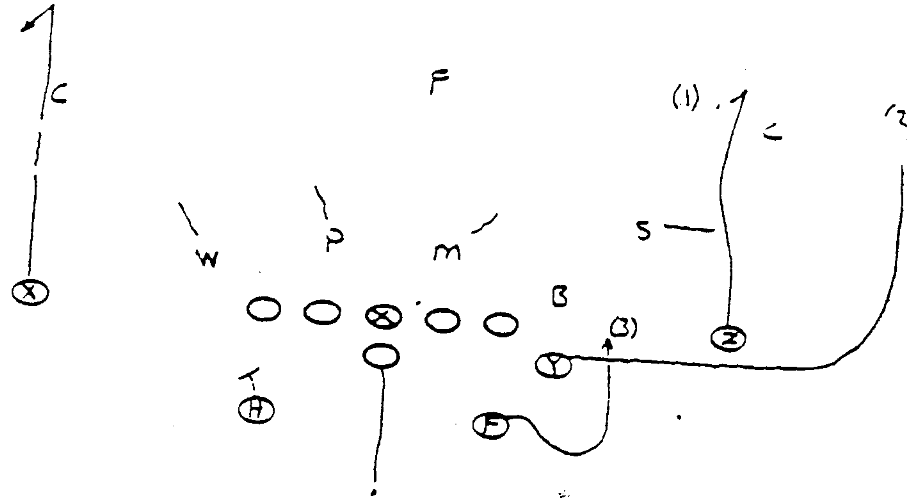
.AY: 26-27 Y SWING

)RMATION: RED Y RT-LT

OGRESSION: Z-Y-FB

1MENTS:

ALERT TO RUN WITH "Y" MOTION OR "Y" DEEP



7 STEPS

7 STEP DROP - HITCH - THROW. KEY WIDE DEFENDER - IF HE COLLAPSES GO TO Y.

12 YARD SPLIT - COMEBACK PATTERN

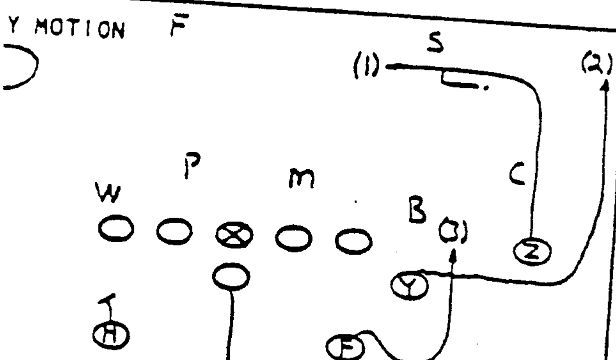
10 YARD SPLIT - RUN "Z" TURN IN - VS. CLOUD RELEASE INSIDE CORNER

OUTSIDE RELEASE - SWING DEEP OUTSIDE "Z"

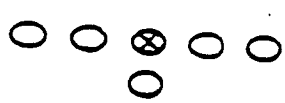
STAY - RESPONSIBLE FOR "W" BACKER

SCAT - "M" PATTERN - ALERT FOR BLITZ

Y MOTION



VS. DBL MAN





PLAY: 26-27 FLK UNDER

FORMATION: RED

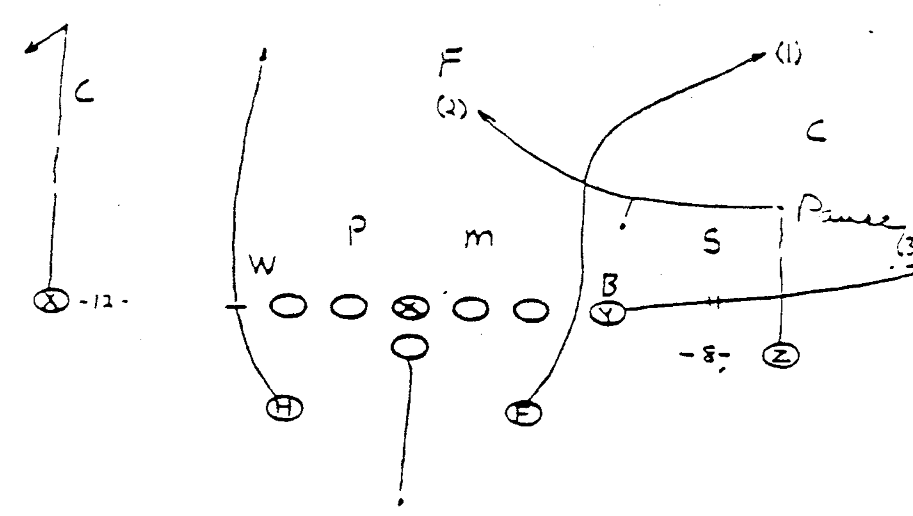
PROGRESSION: FB, Z, Y

COMMENTS:

Y-OUTLET VS BLITZ

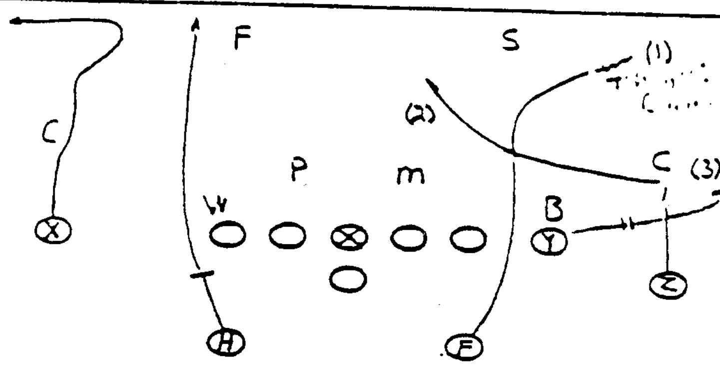
[illegible]

[illegible]

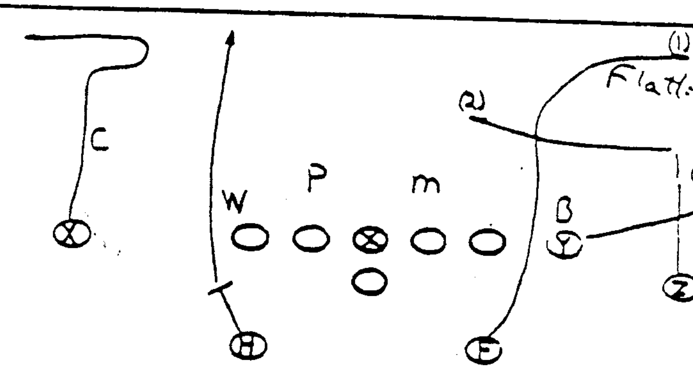


7 STEP

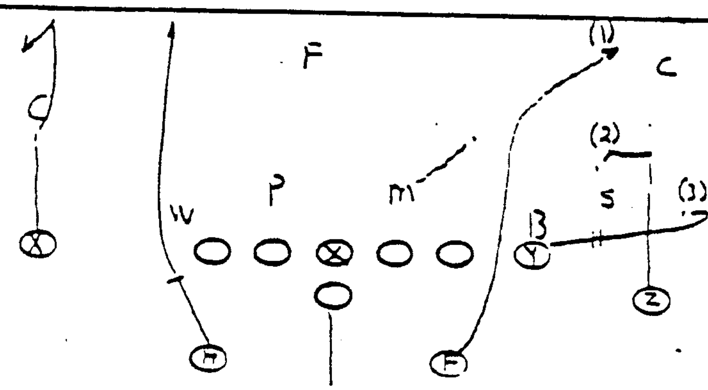
QB	7 STEP DROP - ALERT BLITZ (Y) - ALERT Y IF NOT COVERED
X	12 YARD SPLIT - COMEBACK PATTERN - ALERT DBL ZONE
Z	8 YARD SPLIT - UNDER PATTERN - KEY NEAR "M"
Y	2 YARD SPLIT - DRAG PATTERN HOT
HB	CHECK W - CLOSE PATTERN [illegible] W
FB	SCAT CORNER - MUST AVOID CONTACT - FLATTEN VS. MAN COVERAGE



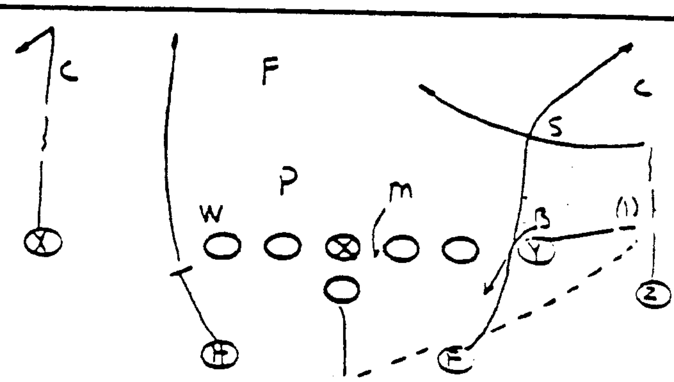
VS DBL ZONE



VS DBL MAN



VS "M" SIT



VS BLITZ

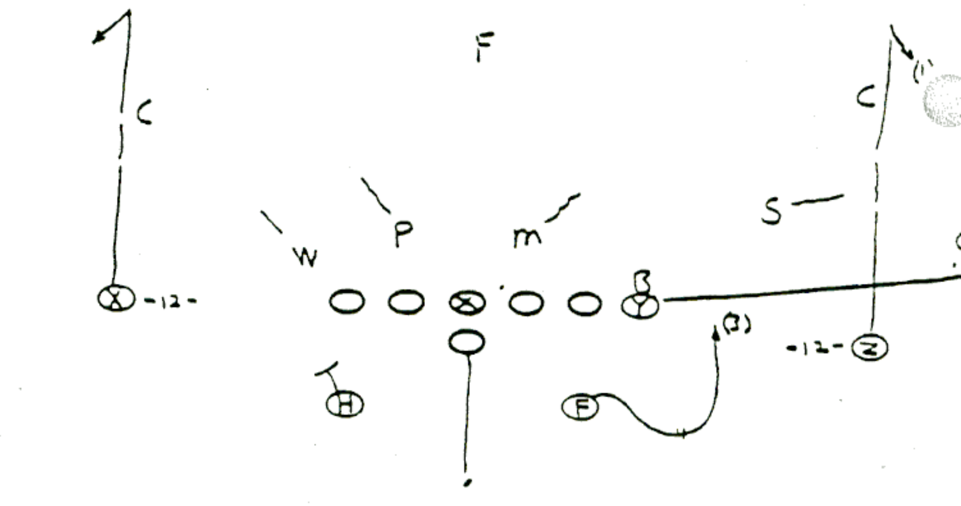
PLAY: 26-27 FLK COMEBACK

FORMATION: RED, BROWN

PROGRESSION: Z-Y-FB

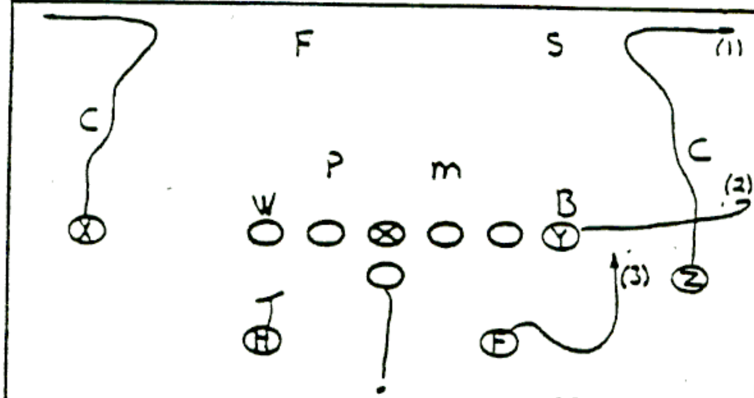
COMMENTS:

ALERT FB VS. BLITZ

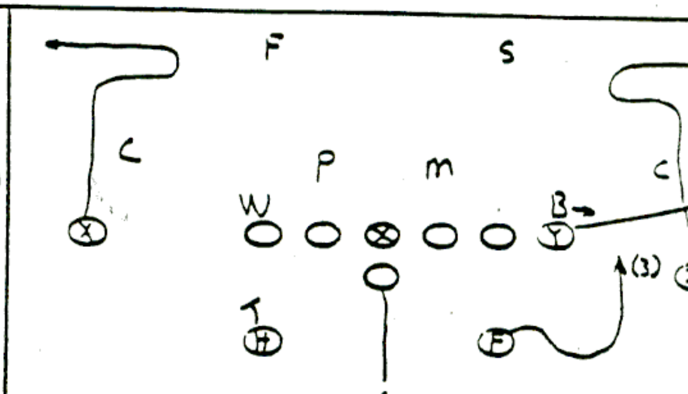


7 STEP

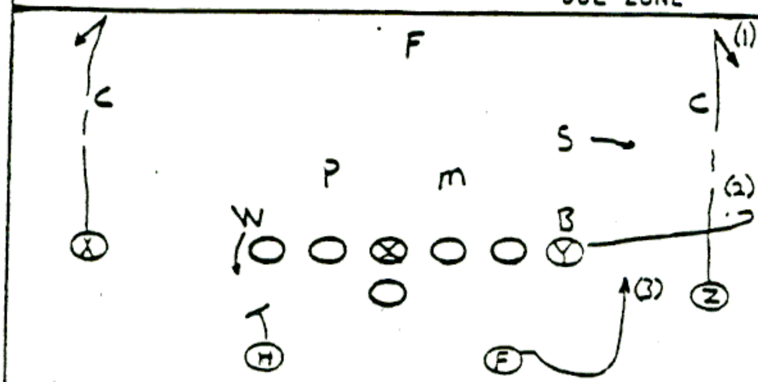
QB	7 STEP DROP - ALERT BLITZ (FB)
X	12 YARD SPLIT - COMEBACK - ALERT DBL ZONE
Z	12 YARD SPLIT - COMEBACK PATTERN - ALERT DBL ZONE/DBL MAN/MAN
Y	3 YARD SPLIT - DRAG/SPRINT TO PATTERN 2 YARDS DEEP 2 YARDS OUTSIDE W.R. SET DOWN
HB	CHECK W - ALERT WHAM CALL - STAY - NO RUSH HELP
FB	SCAT "M" PATTERN - ALERT BLITZ (GUARD COVERED m Tough - NO DBL READ)



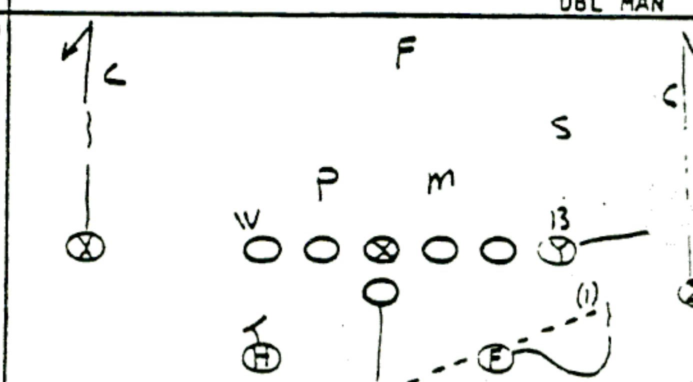
DBL ZONE



DBL MAN



MAN



VS. BLITZ

PLAY: 26-27 FLK GO

FORMATION: BROWN Y-RT/LT

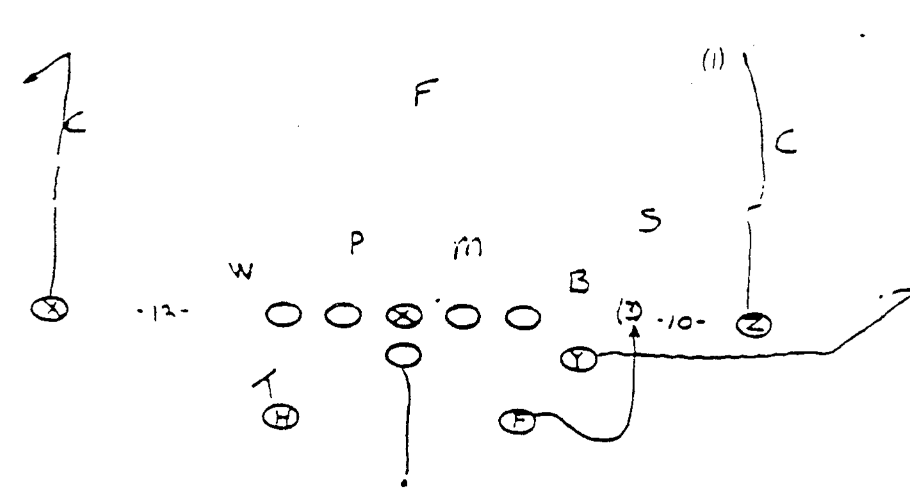
PROGRESSION: Z, Y, FB
PRESS-X, FB

COMMENTS:

-QB ALERT TECHNIQUE BY Z VS. COVERAGE

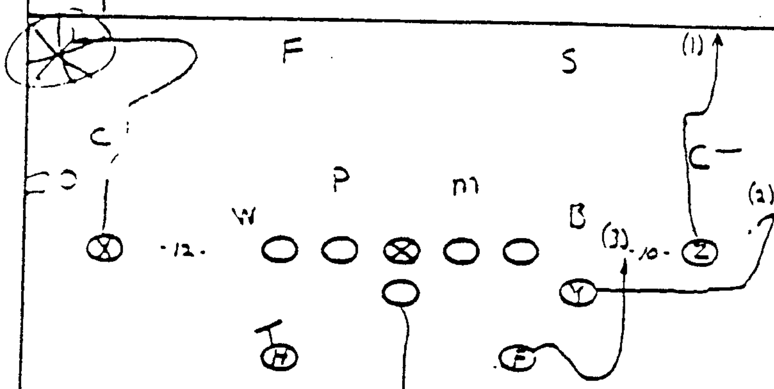
-FB OUTLET VS. BLITZ

[illegible]

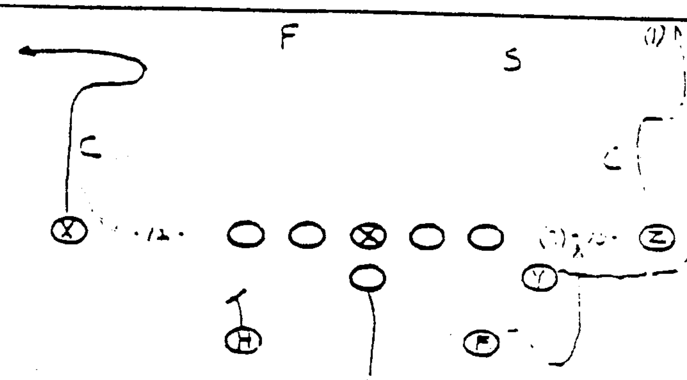


7 STEPS

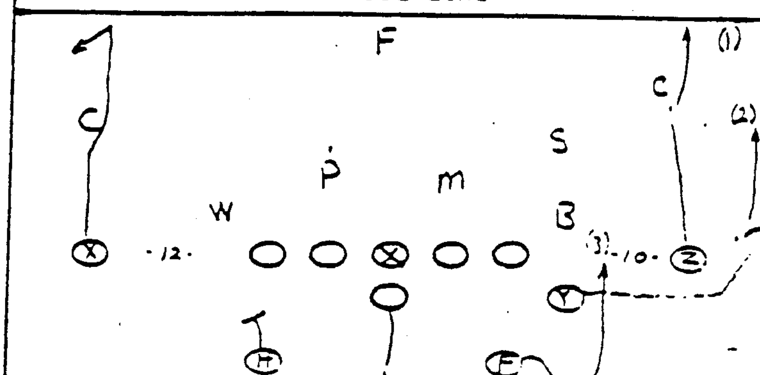
QB	7 STEP DROP - ALERT BLITZ (FB) - GO TO Y IF NOT ADEQUATELY COVERED
X	12 YARD SPLIT - COMEBACK PATTERN - ALERT DBL ZONE
Z	10 YARD SPLIT - MUST SEE COVERAGE FOR ADJUSTMENT Run at FS break off him
Y	MOTION - SIT DOWN AND FACE QB OUTSIDE OF Z
HB	CHECK W - ALERT WHAM CALL - STAY
FB	SCAT "M" PATTERN - ALERT BLITZ



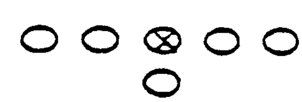
VS DBL ZONE



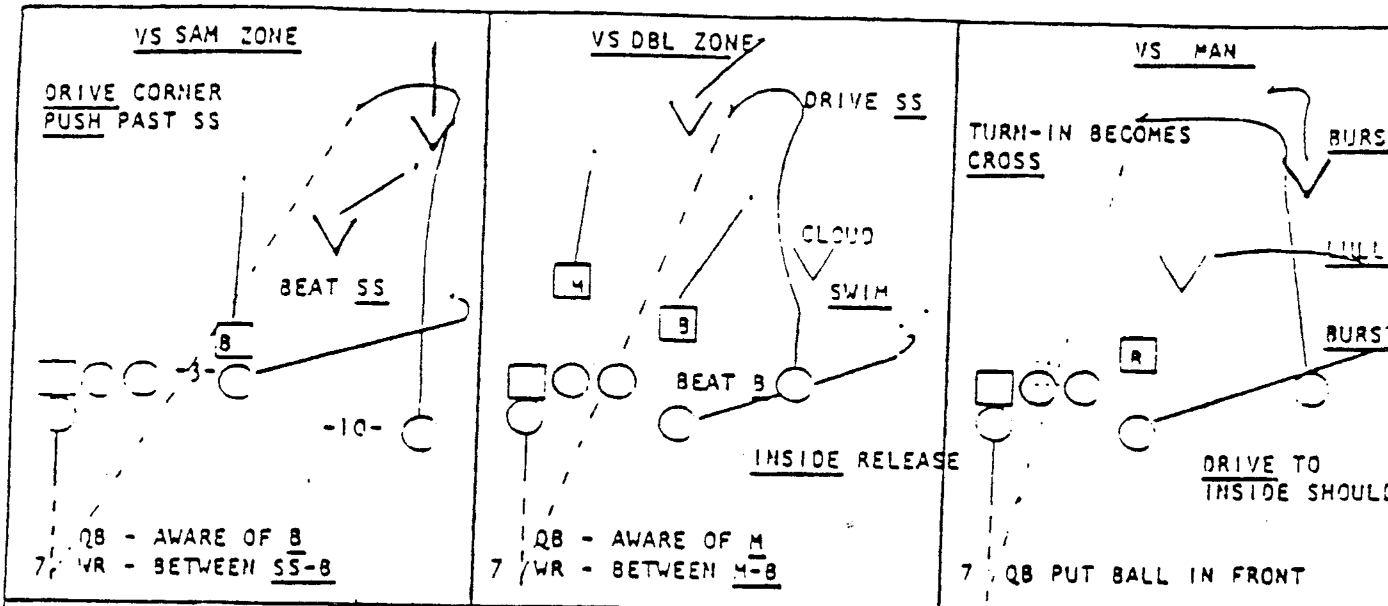
VS DBL MAN



VS FREE MAN



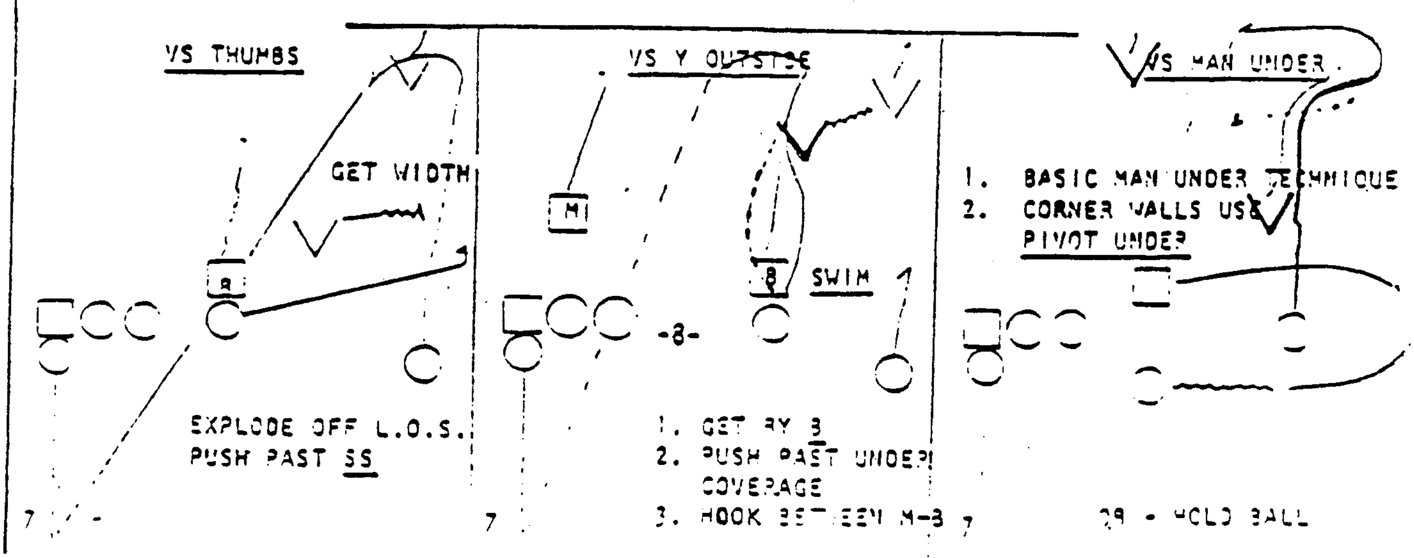
FLANKER TURN IN PATTERN



BASIC THOUGHTS

1. SPLIT 12-14 YARDS OR BY GAME PLAN - (Y OUTSIDE)
2. PATTERN DEVELOPS 15-20 YARDS DEEP - PREDICATED BY COVERAGE
3. KEYS - (1) CORNER ZONING DEEP, LOOK TO INSIDE - IF UNDER COVER IS WIDENING PUSH BEYOND HOOK INSIDE - COMEBACK TO QB. IF DEFENDER IS NOT WIDENING HOOK OVER YOUR POSITION - STAY OUTSIDE.
   (2) CORNER MAN TO MAN - CROSS.
   (3) CLOUD ACTION BY CORNER - RELEASE INSIDE THE CORNER PUSH SS UP BEAT B BACKER. BE DECISIVE!

QUARTERBACK: BASIC 7 STEP DROP - ANTICIPATE RECEIVER AND WHERE THE OPEN AREA IS - KNOW WHO WR IS TRYING TO BEAT.



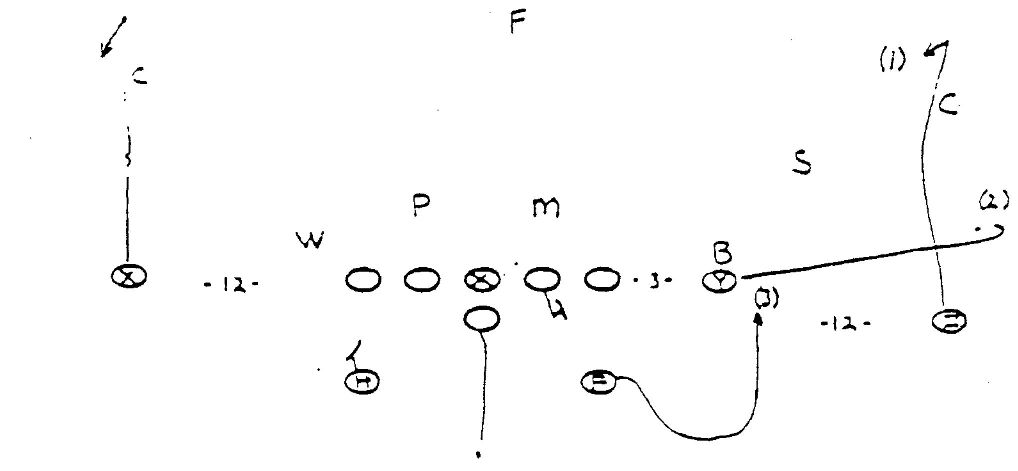
PLAY: 26-27 FLK TURN-IN

FORMATION: RED, BROWN
[illegible]

PROGRESSION: Z-Y-FB

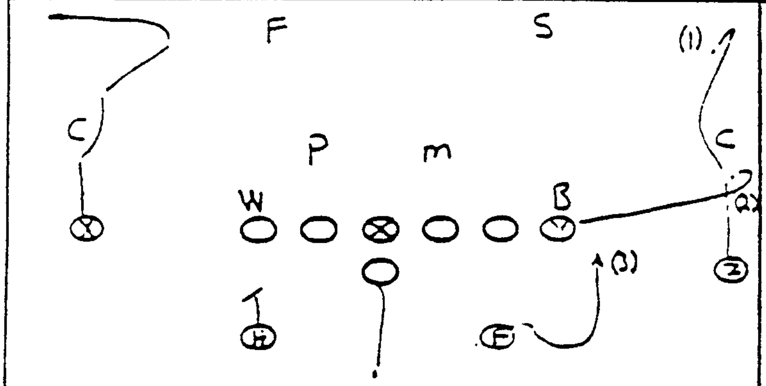
COMMENTS:

C.P. OVERLOAD RUSH
Vs pressure + [illegible]

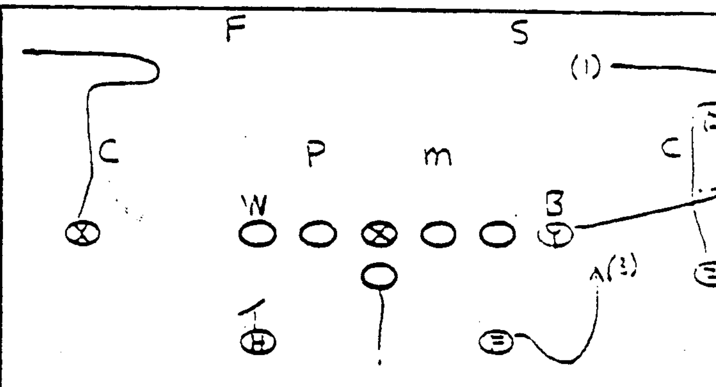


7 STEP

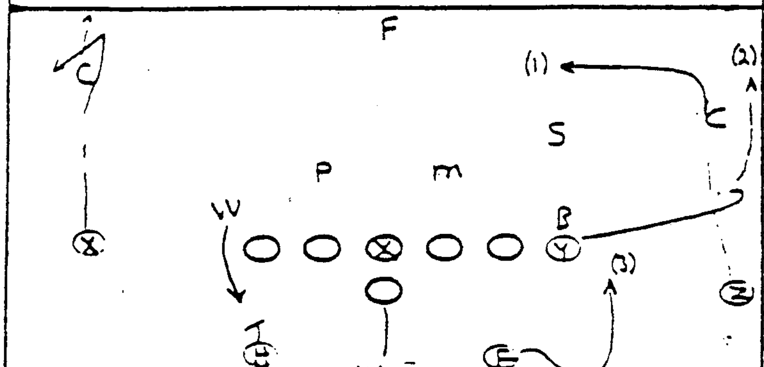
QB	7 STEP DROP - ALERT BLITZ (FB) - GO TO Y IF NOT ADEQUATELY COVERED
X	12 YARD SPLIT - COMEBACK - ALERT DBL ZONE FS plays man on #2 so no FS convert to post
Z	12 YARD SPLIT - TURN IN PATTERN - ALERT DBL ZONE/DBL MAN/MAN 18 back to 16 Run away from m/m
Y	3 YARD SPLIT - DRAG/SPRINT TO PATTERN 3 YARDS DEEP 1 YARD OUTSIDE W.R. SET DOWN Man to man turn up
HB	CHECK W - ALERT SLIDE CALL - STAY - NO RUSH HELP
FB	SCAT "M" PATTERN - ALERT OVERLOAD (GUARD COVERED - NO DBL READ) Hot if M comes



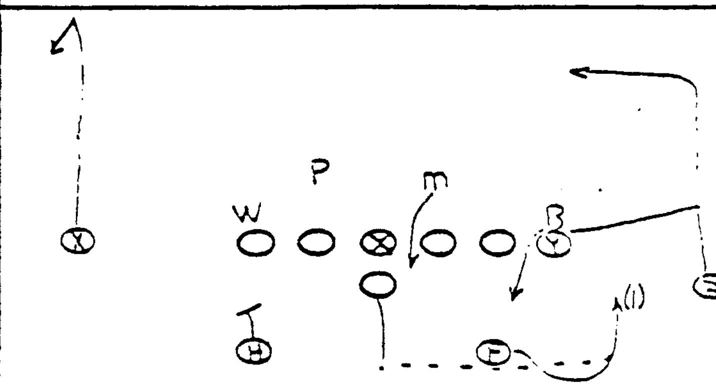
DBL ZONE



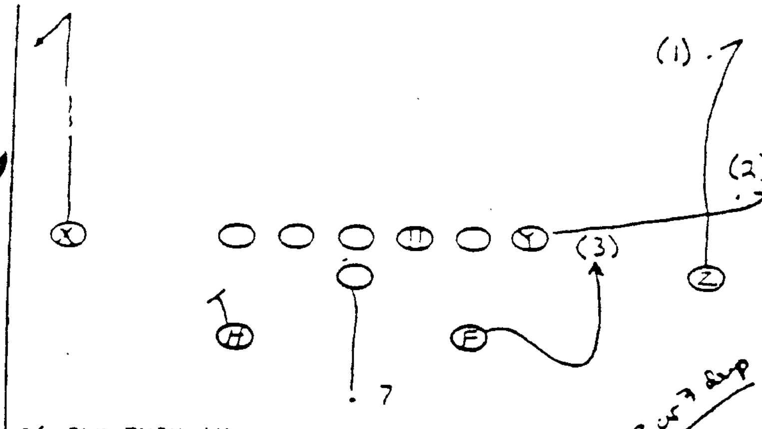
DBL MAN



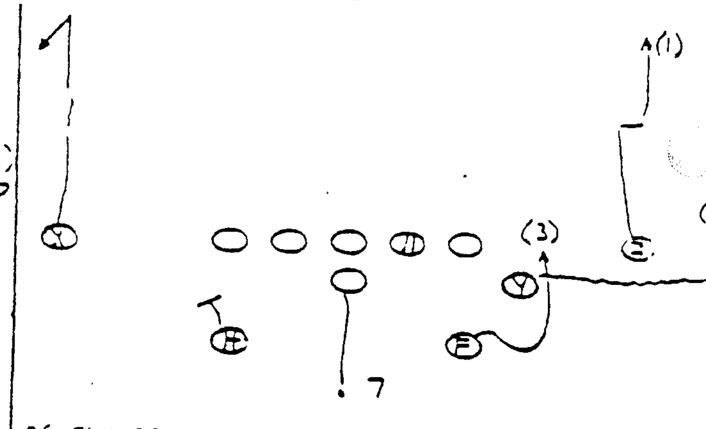
MAN



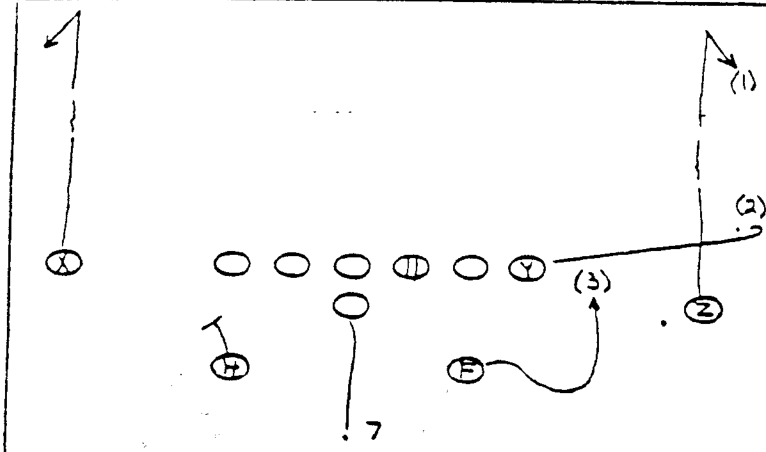
VS BLITZ



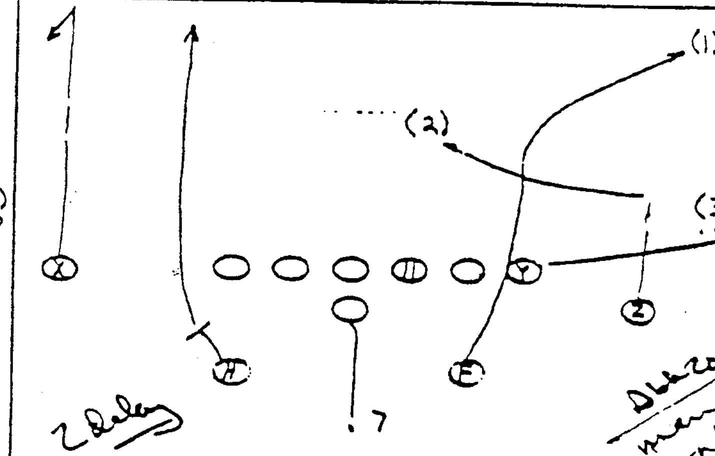
26 FLK TURN-IN



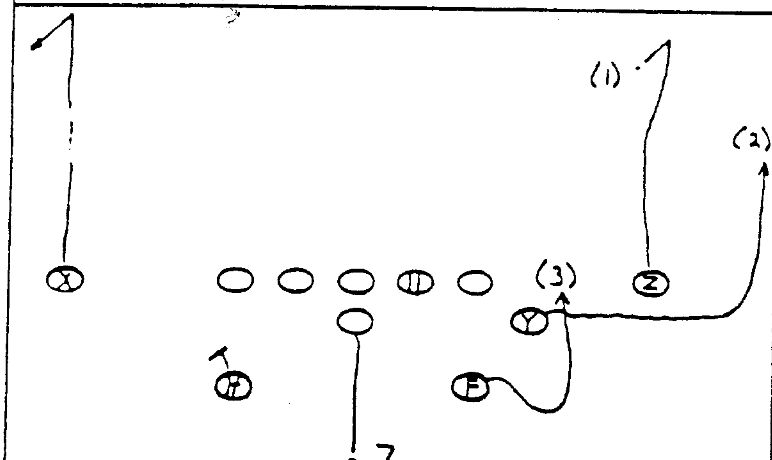
26 FLK GO



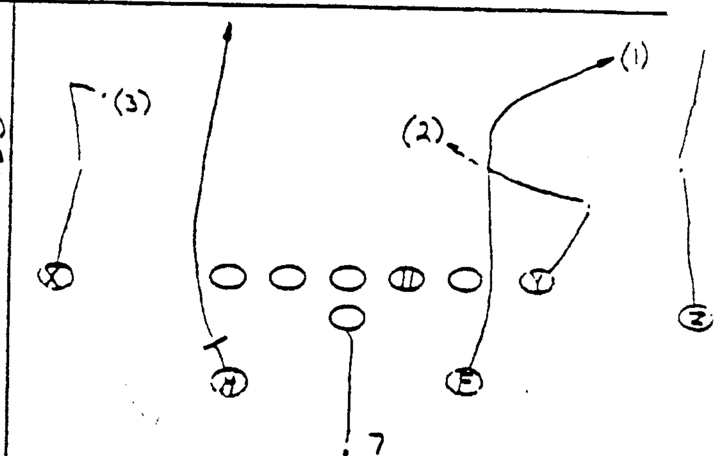
26 FLK COMEBACK



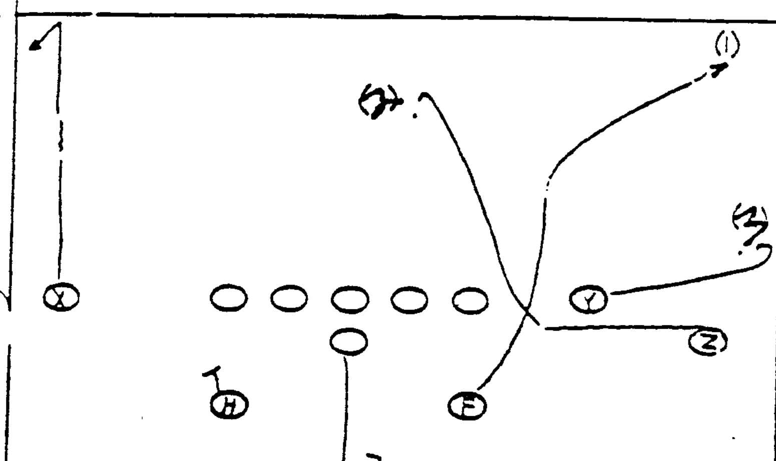
26 FLK UNDER



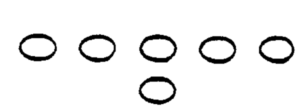
26 Y SWING



26 Y DELAY



26 FB CORNER



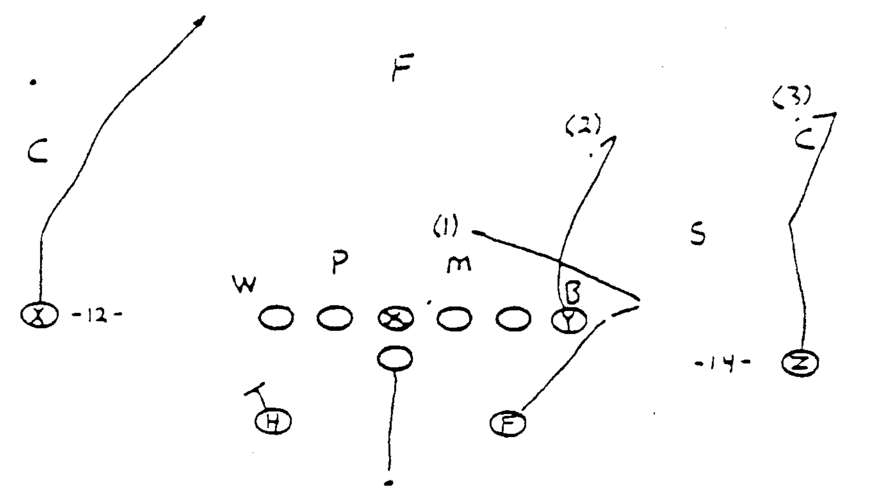
PLAY: 22-23 FB CURL

FORMATION: RED.

PROGRESSION: FB-Y-Z

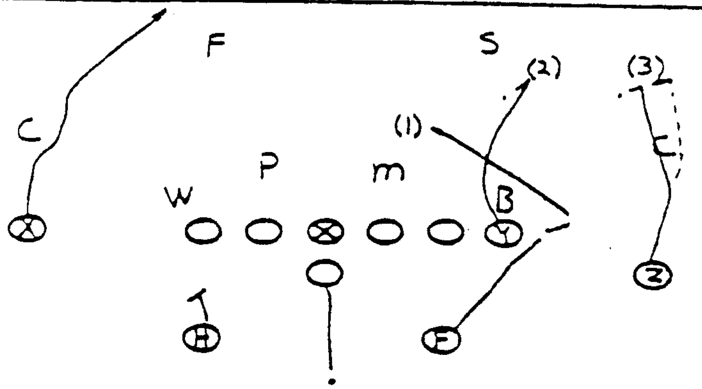
COMMENTS:

FB IS OUTLET VS. BLITZ

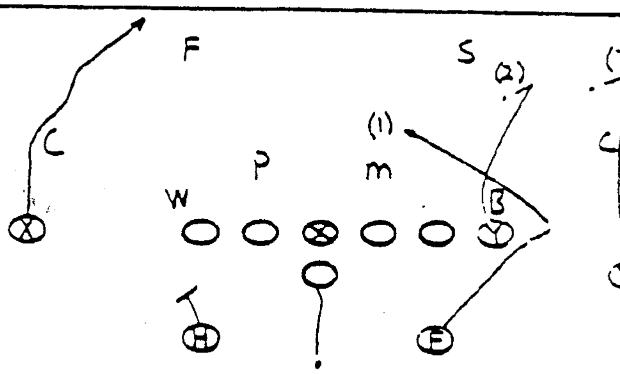


5 BIG & HITCH

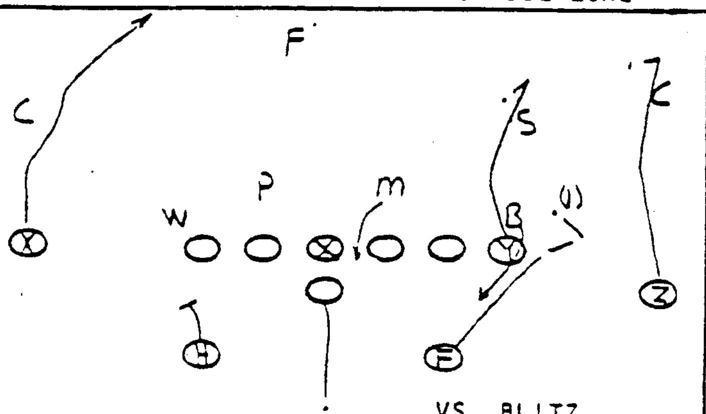
QB	5 BIG & HITCH - FB IS OUTLIT VS. BLITZ
X	12 YARD SPLIT - TAKE TWO
Z	14 YARD SPLIT - SQUARE IN PATTERN - 14 YARD DEPTH
Y	1 1/2 YARD SPLIT - INSIDE RELEASE - QUICK HOOK
HB	CHECK "W" BACKER - WIDE ROUTE
FB	SEAT CURL - ALERT QUICK VS. BLITZ



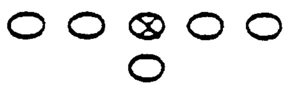
VS. DBL ZONE



VS. DBL MAN

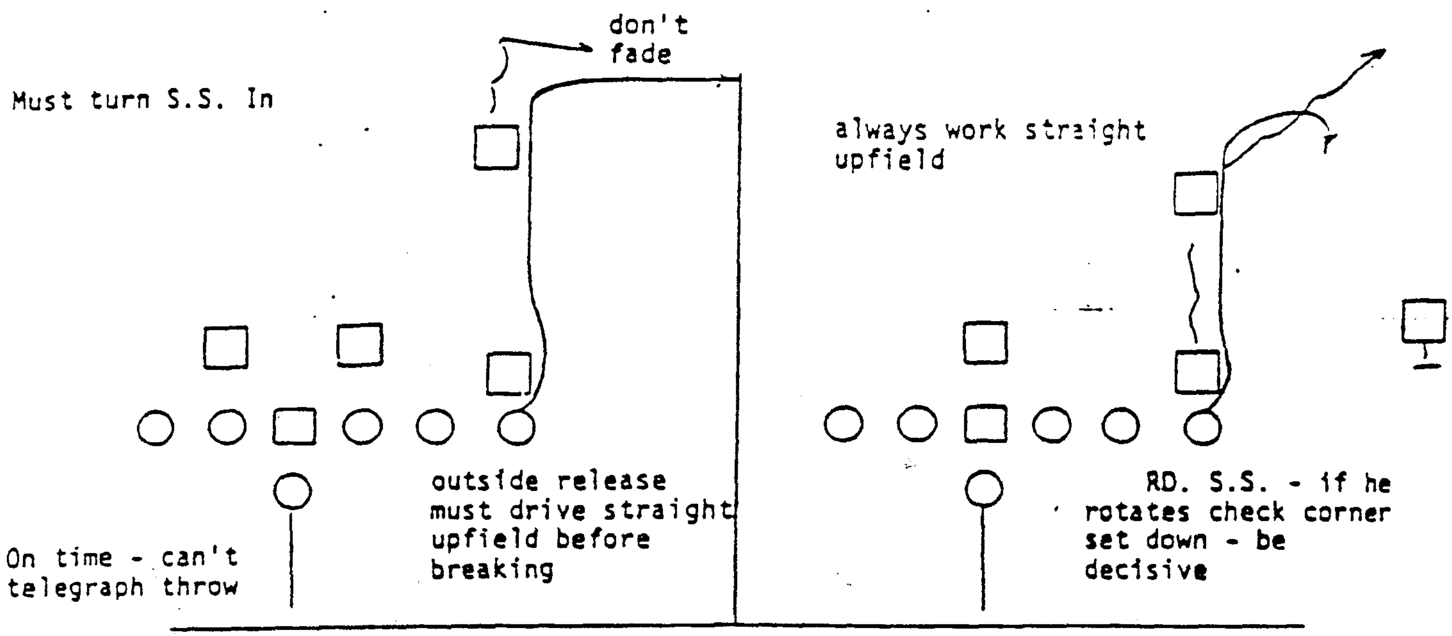


VS. BLITZ



Y OUT

72-73 ACTION - READ B BACKER - BLITZ - BREAK OUT AT 5-7 YARDS - LOOK QUICKLY.



1. 1-2 YARD SPLIT. OUTSIDE RELEASE IF POSSIBLE.
2. MUST NOT BE FORCED WIDE BY LINEBACKER. MUST RELEASE STRAIGHT UPFIELD FOR AT LEAST 5 YARDS BEFORE BREAKING SHARPLY OUT AT 10 YARDS.
3. VS MAN TO MAN YOU MUST TURN THE STRONG SAFETY IN. EVEN IF YOU MUST TAKE PATTERN DEEPER - HE MUST BE TURNED IN BEFORE YOU BREAK.
4. DO NOT FADE PATTERN UPFIELD. TROUBLE IF THE STRONG SAFETY GETS UNDERNEATH AND INSIDE YOU.
5. READ STRONG SAFETY AS YOU RELEASE. IF HE ROTATES ZONE CLOUD-SKY LOOK TO OUTSIDE OF BREAK - SET DOWN BETWEEN OUTSIDE AND INSIDE COVERAGE MAN.

QUARTERBACK

1. 5 STEP DROP - TIMED OUT - CAN'T FORCE THROW. CAN'T TELEGRAPH THROW.
2. VS STRONG SAFETY ROTATION. LOOK FOR SLOT TO SET DOWN. BALL MUST BE THROWN IN MIDDLE OF HIM. CAN'T PULL HIM EITHER WAY.

PLAY: 22 Y OUT

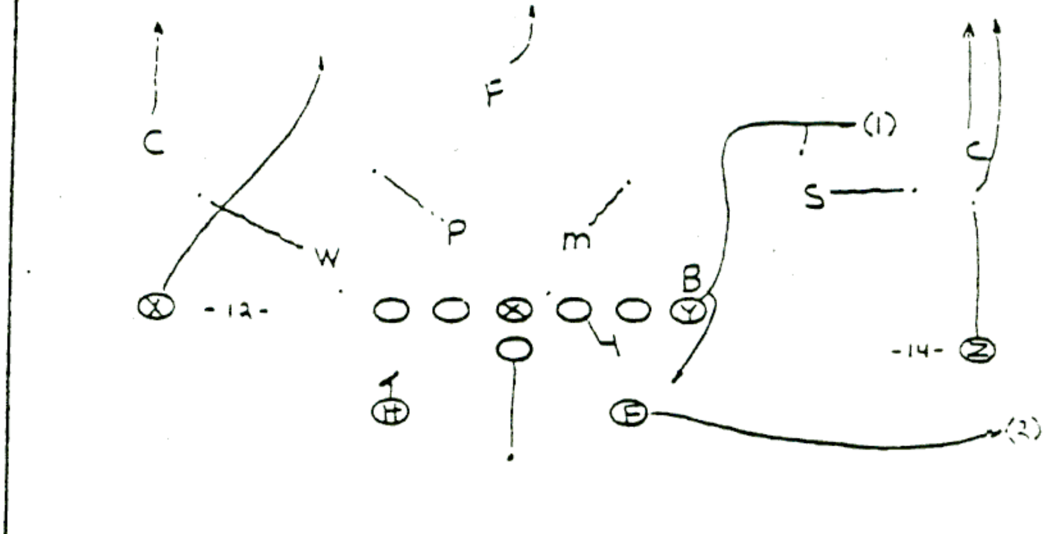
FORMATION: RED

PROGRESSION: Y-FB-RUN

COMMENTS:

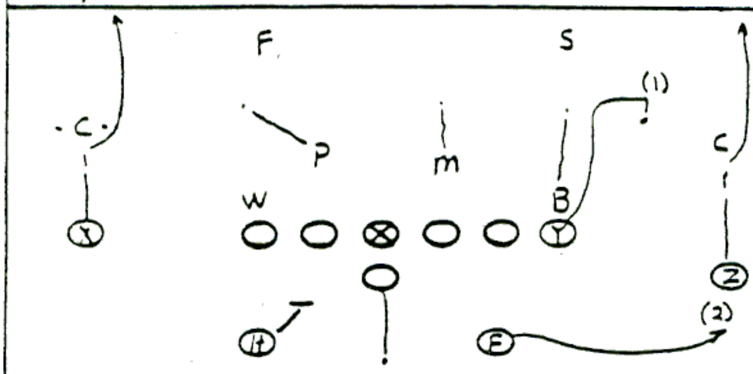
ALSO BROWN B-MOT

FB - OUTLET VS BLITZ

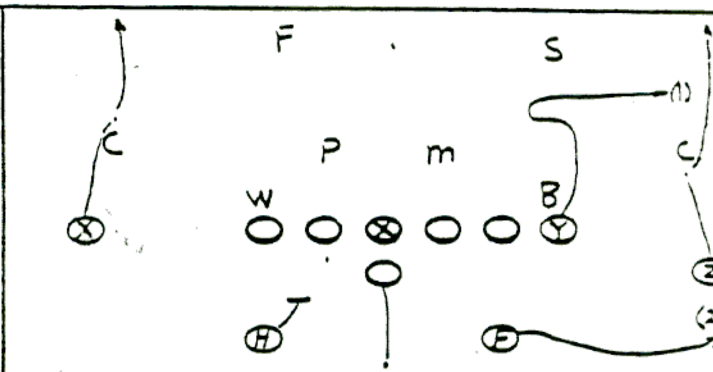


5 BIG SIT

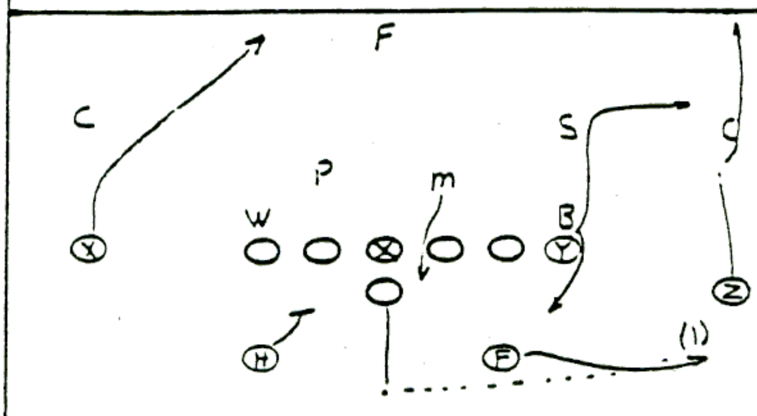
QB	5 BIG STEPS - SIT - TAKE FULL DROP VS BLITZ
X	12 YARD SPLIT - TAKE TWO
Z	14 YARD SPLIT - CLEAR, MUST TURN DEFENDER OUT C.P. STRETCH DOUBLE ZONE
Y	1 1/2 YARD SPLIT OUTSIDE RELEASE - OUT PATTERN DEFENDER CROSSES YOUR FACE - SIT DOWN
HB	CHECK W - ALERT WHAM CALL STAY HELP
FB	SCAT - WIDE PATTERN - P.S.L. FOR OVERLOAD RUSH

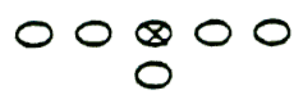


VS DBL ZONE



VS DBL MAN





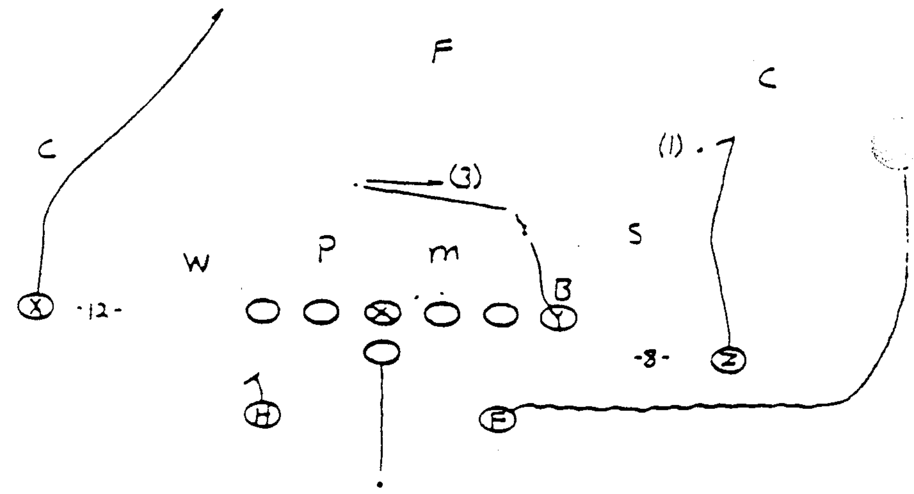
PLAY: 22-23 FB SWING

FORMATION: RED

PROGRESSION: Z-FB-Y

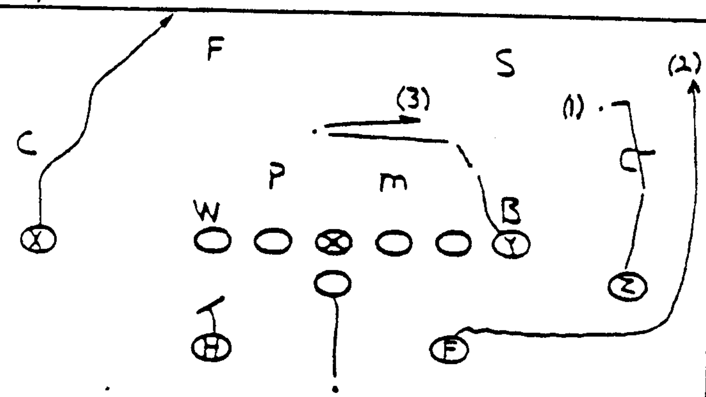
COMMENTS:

ALERT NO COVER ON FB.
FB IS OUTLET VS. BLITZ

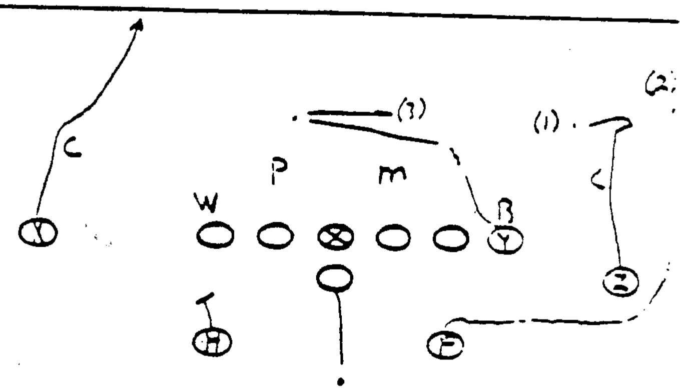


5 BIG & HITCH

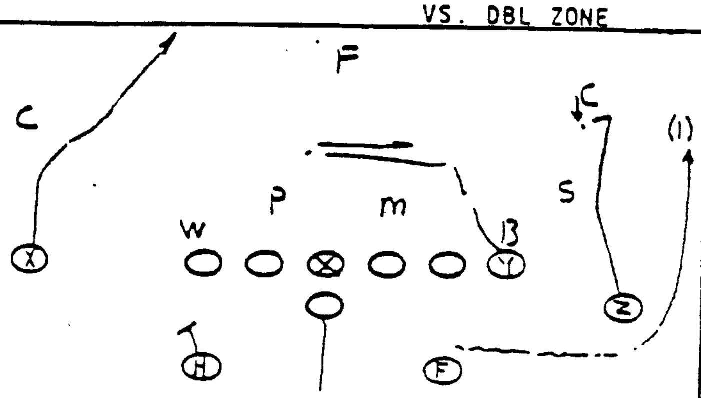
QB	5 BIG & HITCH - ALERT NO COVER ON FB
X	12 YARD SPLIT - TAKE TWO
Z	8 YARD SPLIT - SQUARE IN
Y	INSIDE RELEASE - WALL HOOK
HB	CHECK "W" BACKER STAY
FB	MOTION - SWING ROUTE - ALERT FOR BLITZ OR NO COVER



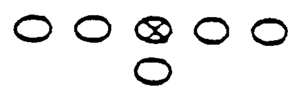
VS. DBL ZONE



VS. DBL MAN



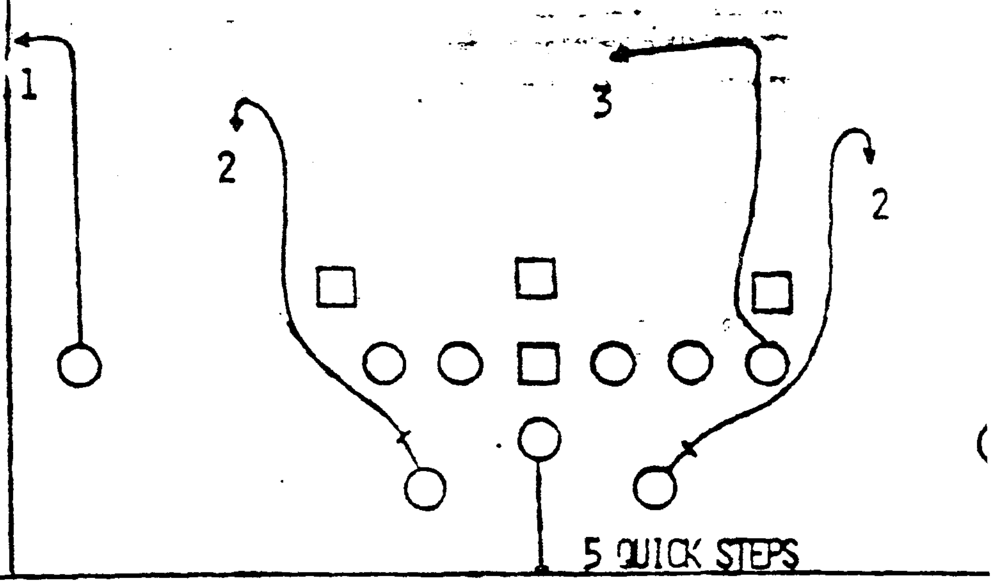
VS. NO COVER



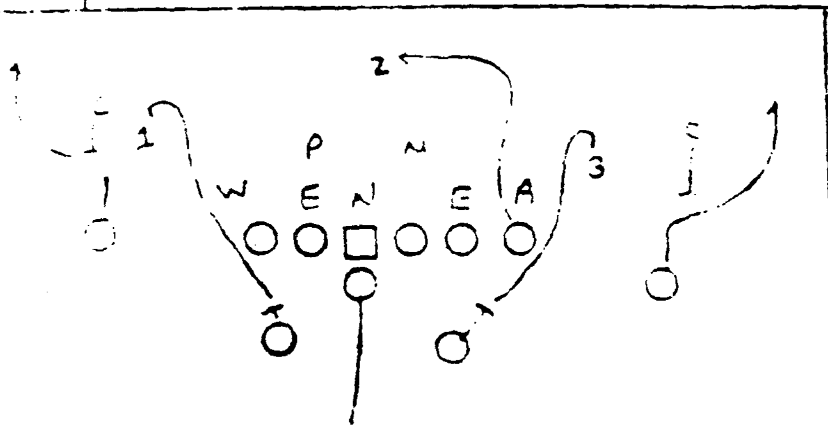
PLAY: 24 (25) Backs Fan
24 (25) Backs Cross

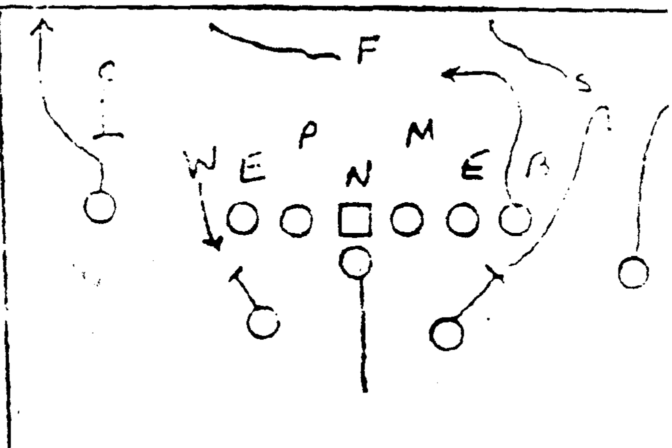
PROGRESSION: X — HB — Y
OR
Z — FB — Y

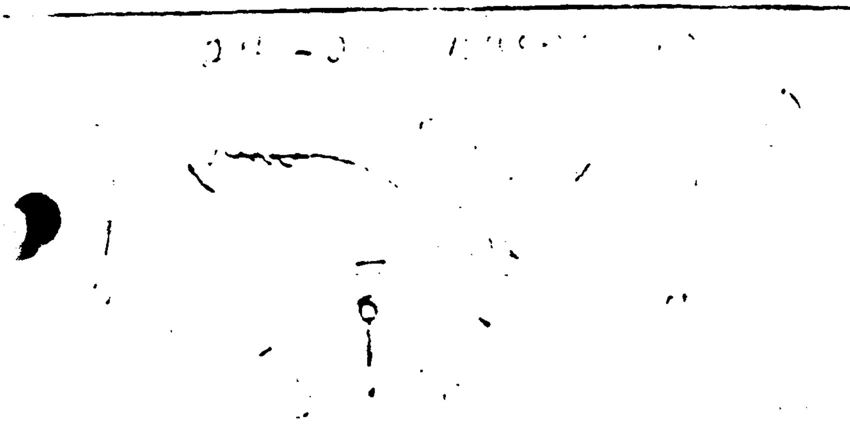
ITEMS:
BEAT W



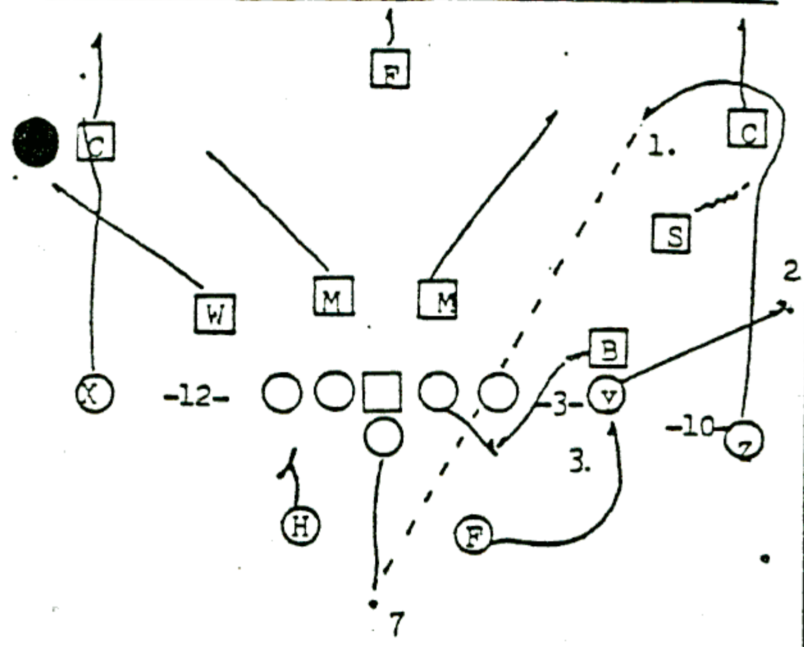
QB	5 QUICK STEPS. SAME RULES AS 24/25 DOUBLE SQUARE OUT VS. COVER 7 & 9. WHEN THROWING TO "Y" OR "RB" PUT THE BALL ON HIM!
X	SPLIT 8 - SQUARE OUT; VS. CLOUD = SEAM.
Y	SPLIT 1 - 3 YARDS INSIDE RELEASE - CROSS PATTERN - DO NOT SLIDE OUT.
Z	SPLIT 8 - SQUARE OUT; VS. CLOUD = SEAM.
HB	CHECK "W" BACKER - HOOK PATTERN - SPLIT BACKERS - BE STATIONARY.
FB	CHECK "B" BACKER - HOOK PATTERN - SPLIT BACKERS - BE STATIONARY. HOOK AT 8 - 10 YARDS DEEP - SIT IN SEAM OR SLIDE OUT.



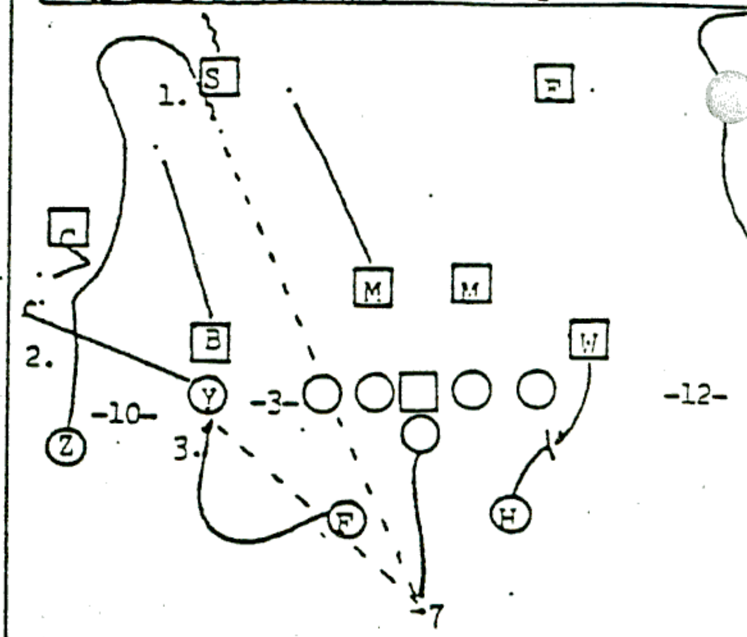




RED RIGHT 26 FLK TURN VS COV 3



RED LEFT 27 FLK TURN VS COV 2



ALERT – COVER 2 SWITCH – SPRINT BY SS–

QB – 7 STEP DROP – VARIED FORMATION. DOUBLE READ BY STRONG GUARD VS 34
1. READ M VS FREE BLITZER LOOK TO FB (VS 4-3 NO DOUBLE READ)
2. PROGRESSION: FLK TURN-IN – Y DIAG – FB M, IF Y IS NOT ADEQUATELY COVERED GO TO ...
3. GIVE FLK ADEQUATE TIME – MUST HAVE THROWING LANE

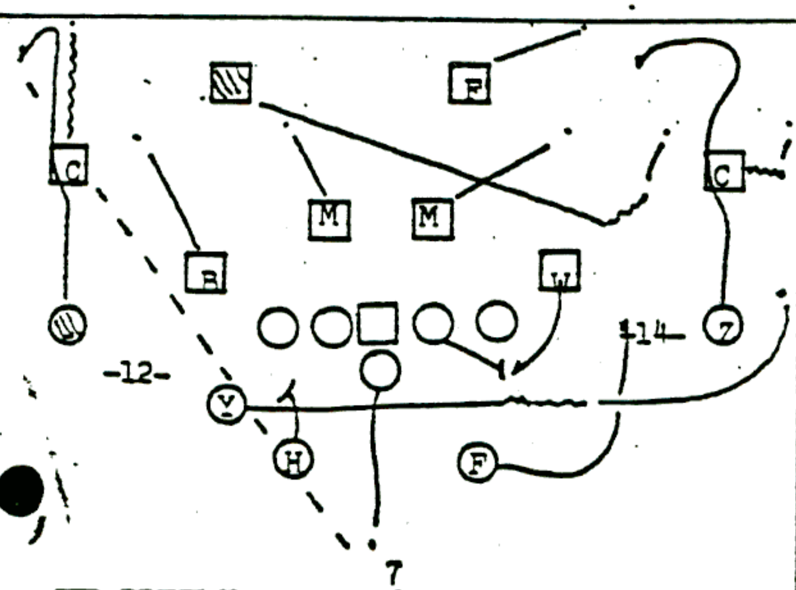
HB – CHECK W → STAY C.P. 95 CALL

FB – SCAT – M PATTERN – BE ALERT – SPLIT BACKERS AFTER CATCH

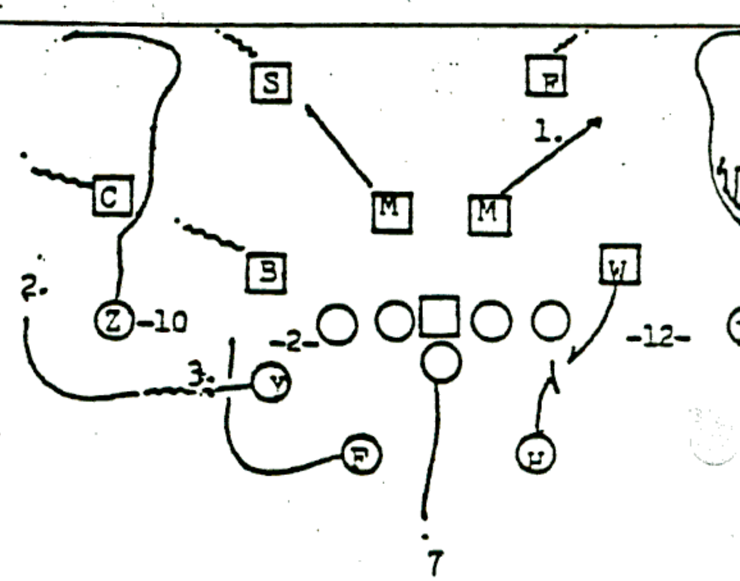
Y – 1-5 YD SPLIT (PAY GAME PLAN) POSSIBLE Y MOTION – DIAG (GET WIDTH) SPRINT – STATIONARY TARGET – SPLIT DEFENSE (POSSIBLE SWING CALL)

Z – 6-12 YD SPLIT (BY GAME PLAN) #1 VS CLOUD GET INSIDE CORNER HOOK OFF B BACKER. #2 VS SKY GET INSIDE CORNER HOOK OFF STRONG SAFETY DROP (VS Y SWING SPLIT 10 YDS RUN SQUARE IN)

X – 12 YD SPLIT COMEBACK – ALERT IF YOU ARE 1-ON-1.

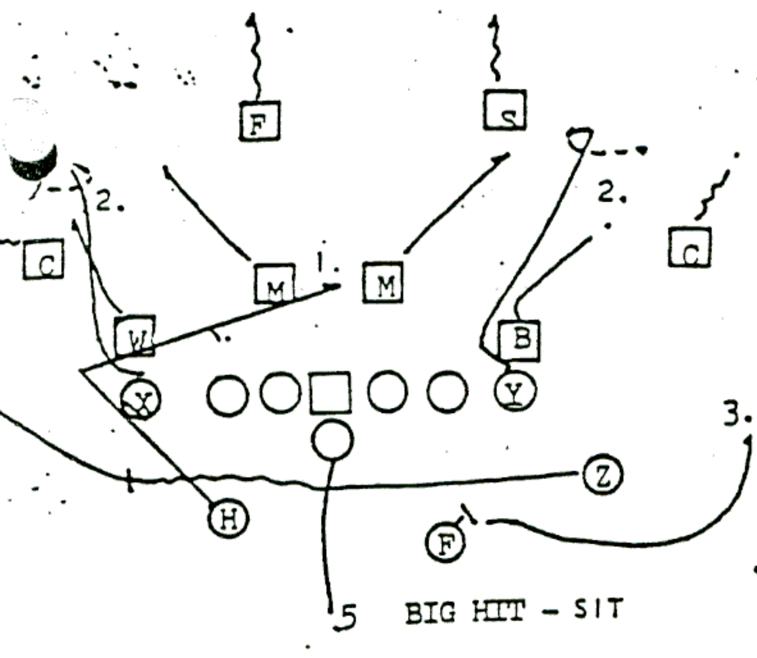


RED RIGHT Y – MOT. 26 FLK TURN

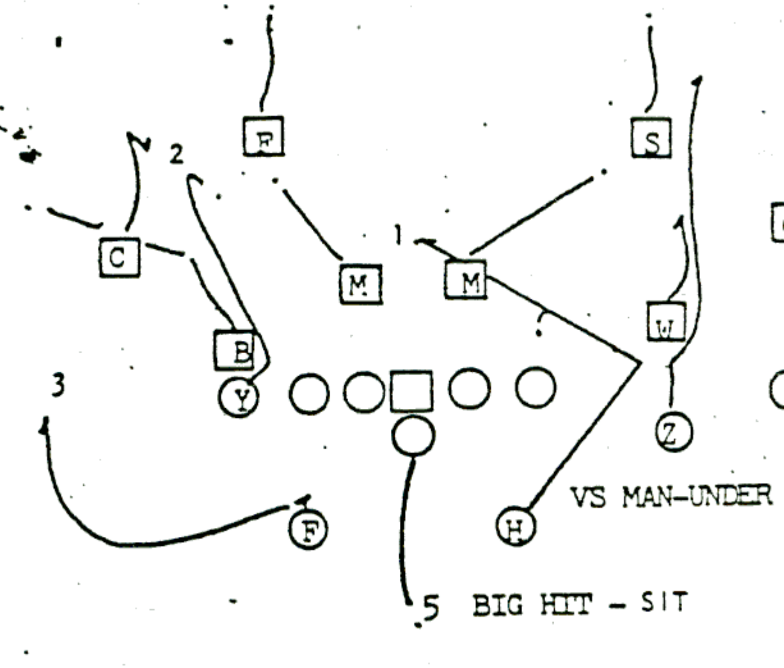


RED LEFT Y LEFT 27 FLK COMEBACK

RED RIGHT TIGHT F LEFT 28 HB CURL



RED LEFT SLOT 29 HB CURL



QB - 5 BIG STEPS HIT - SIT

1. WEAK READ - H - X - FLK DRAG (C.P. - SPRINT, GET WIDTH)

2. STRONG READ - H - Y - FB

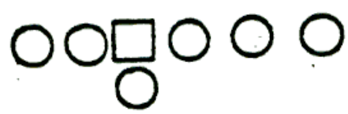
X MUST RELEASE OUTSIDE (SPLIT 1½ YDS) <u>SIT</u> - DOWN

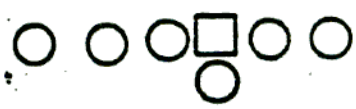
P FLK MUST GET WIDTH

C.P TE SPLIT 2 YDS - <u>SIT</u> DOWN

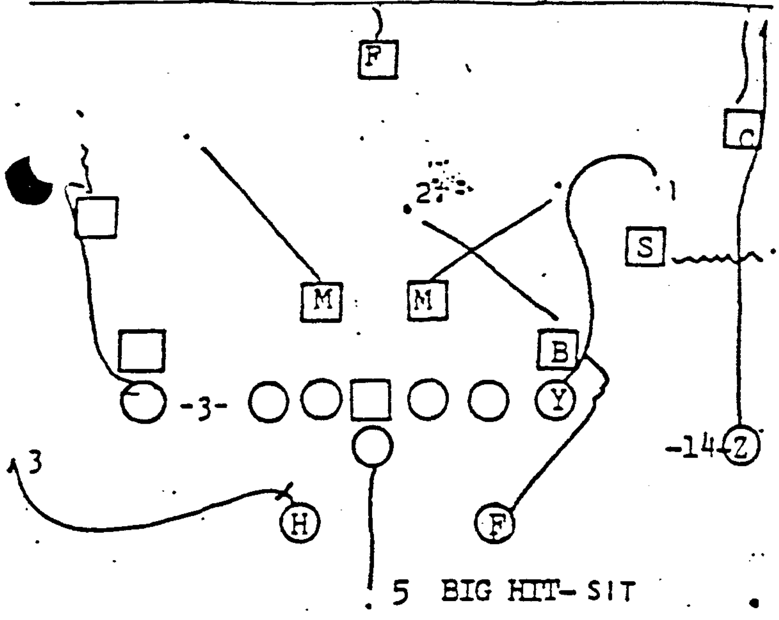
VS SLOT CALL - X AND Z CLEAR (TURN DEFENDER OUT)

C.P. HB - SHOW FLAT LOOK - PLANT BREAK IN ON <u>CURL</u>
VS M SITTING HB SIT.

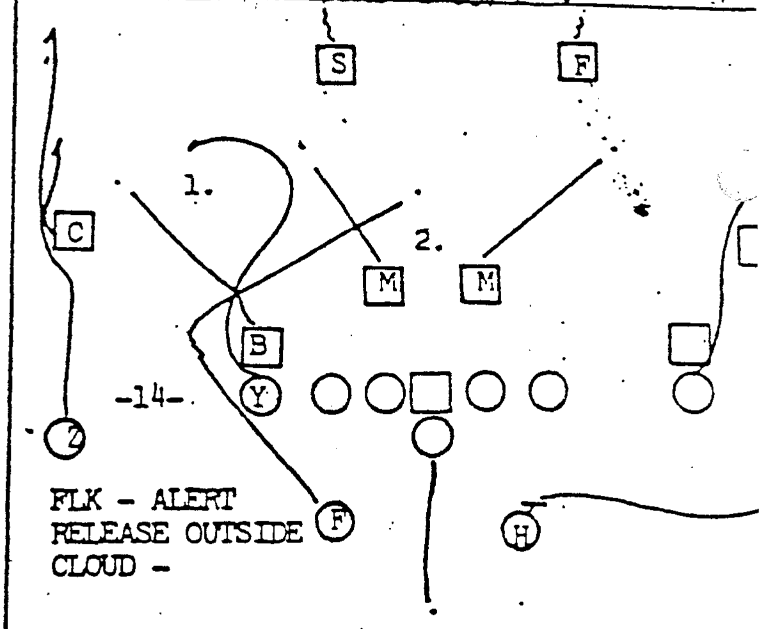




RED RIGHT 26 FB CURL VS COV 3



RED LEFT 27 FB CURL VS COV 2



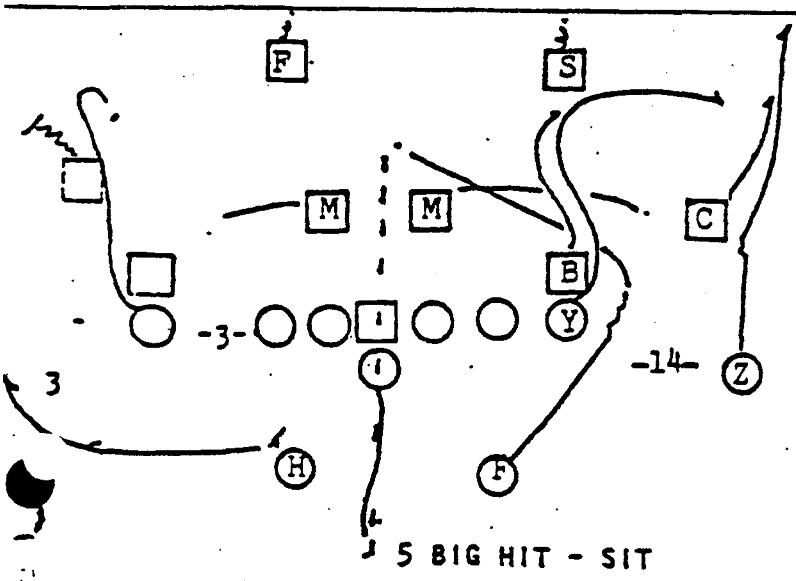
QB - (5 BIG STEPS HIT-SIT) TIME THROW TO TE - BE READY TO GO TO FB CURL WHEN M BACKER RUNS TO TE.
VS ZONE - ALERT FOR TE TO SIT DOWN
VS MAN-UNDER ALERT FOR FB CURL

FB - SCAT CURL - SHOW WIDTH, RELEASE OUTSIDE TE GATHER AND BREAK TO MIDDLE - CATCH BALL ABOUT 5 YDS DEEP OVER BALL-

Y - 1½ YARD SPLIT RELEASE OUTSIDE - RUN <u>OUT</u> PATTERN

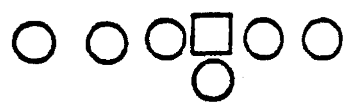
X - 3 YARD SPLIT - QUICK HOOK - RELEASE OUTSIDE

Z - 14 YARD SPLIT - MUST CLEAR VS CLOUD RELEASE OUTSIDE

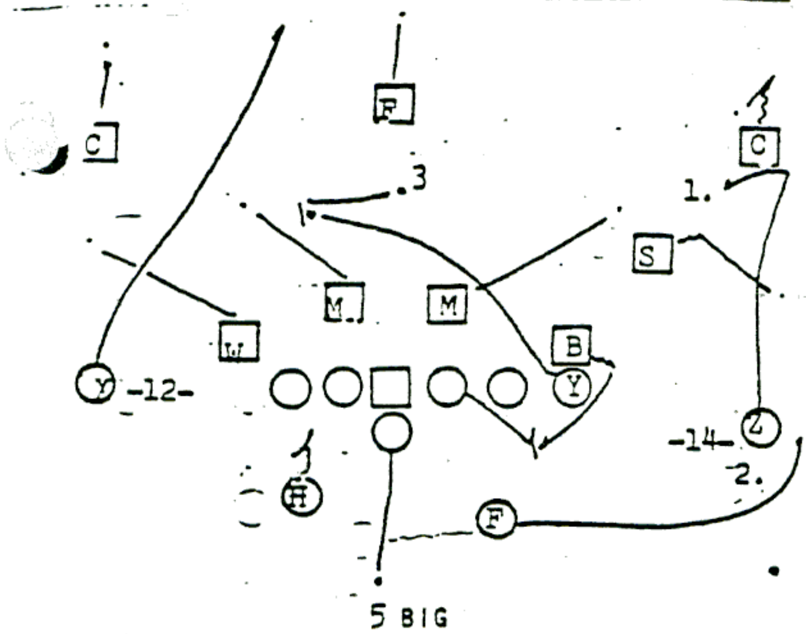


RED RIGHT 26 FB CURL VS COV 2

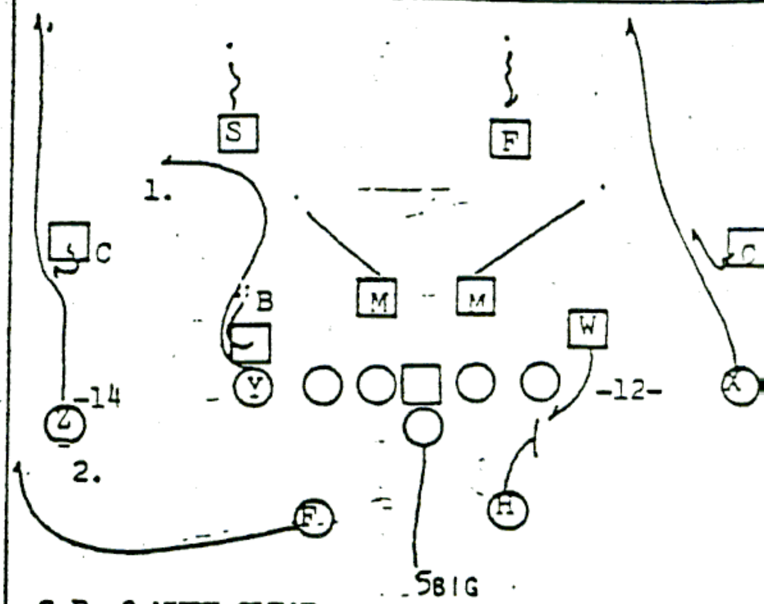
ALERT MAN-UNDER



RED RIGHT 22 Z IN VS 34 COV 3



RED LEFT 23 Y OUT VS 34 COV 2



C.P. 2 MUST CLEAR
RELEASE OUTSIDE CLOUD CORNER

QB - ALERT FOR PROGRESSION CHANGE FROM Z - FB - Y TO Z - Y - FB

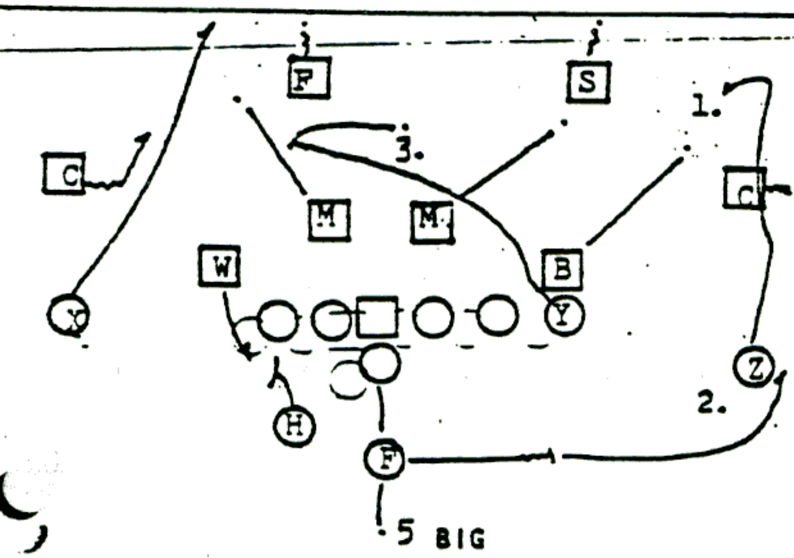
FB - STAY

TE - INSIDE RELEASE UNDER NEAR "M". PUSH FAN "M" AND SIT!

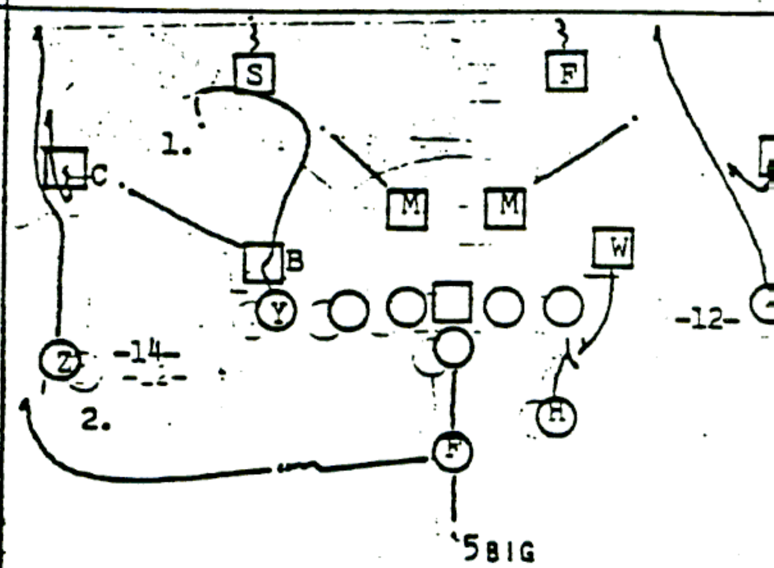
C.P. - QB AND TE MUST SEE EACH OTHER - PUT BALL ON TE

VS. Y OUT QB AND Y USE SAME RULES AS <u>74 Y OUT!</u>

VS 2 SWITCH FLK BE ALERT TO AVOID COLLISION WITH STRONG SAFETY - TREAT LIKE COV 2 -



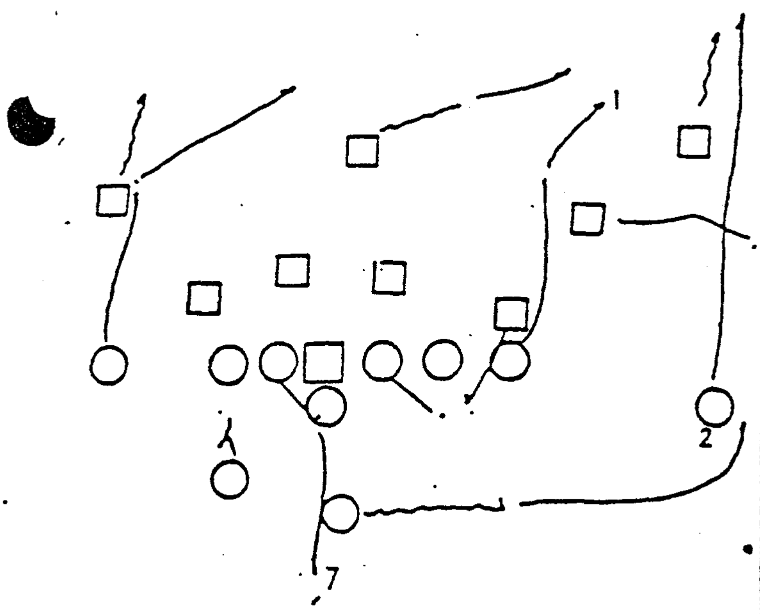
BROWN RIGHT B LEFT 22 Z IN VS 34 COV 2



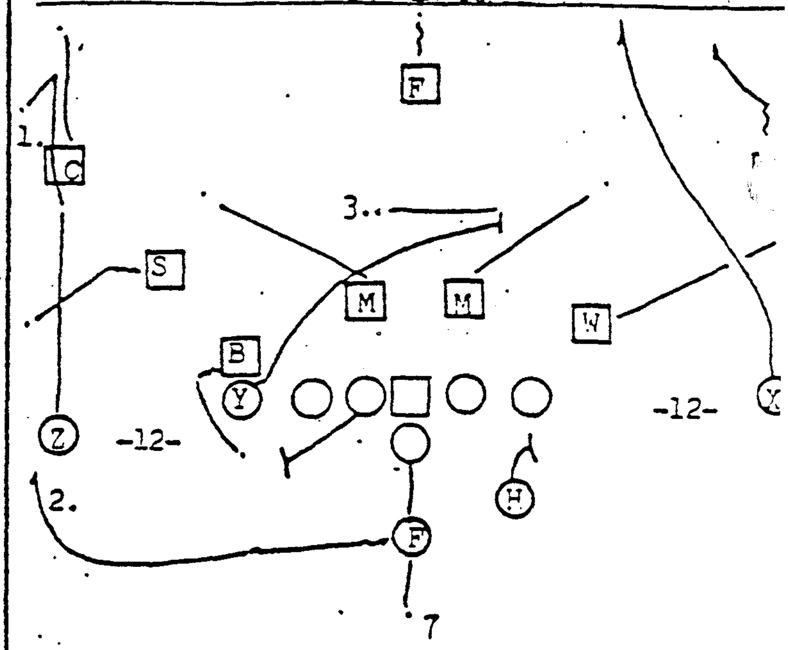
BROWN LEFT B LEFT 23 Y OUT VS 34 COV 2

C.P. TE <u>HOOK</u> IF DEF MAN CROSSES FACE.

BROWN RIGHT B RIGHT 22 Y SAIL



BROWN LEFT B LEFT 23 FLK COMEBACK



QB – 7 STEP DROP

HB – STAY

FB – B MOTION – WIDE PATTERN

X – SPLIT 10 YARDS – POST

Y – RELEASE OUTSIDE – SAIL

Z – SPLIT 14 YARDS – CLEAR

QB – 7 STEP DROP
VS FLK COMEBACK
VS FLK GO

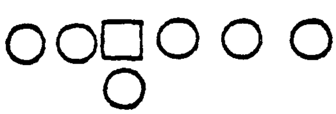
HB – STAY – ALERT "SLIDE CALL"

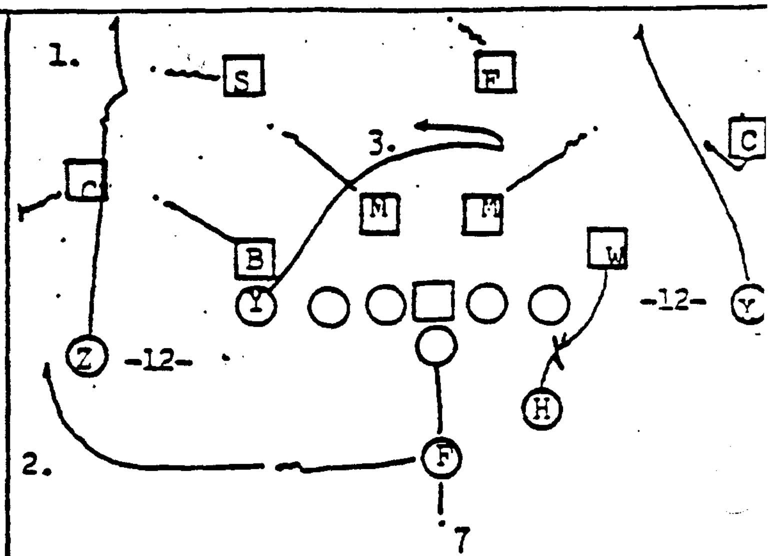
FB – B– MOTION – WIDE PATTERN

X – SPLIT 12 YARDS TAKE TWO

Y – SPLIT 1½ RELEASE INSIDE – #3

Z – SPLIT 12 YARDS VS GO – COMEBACK

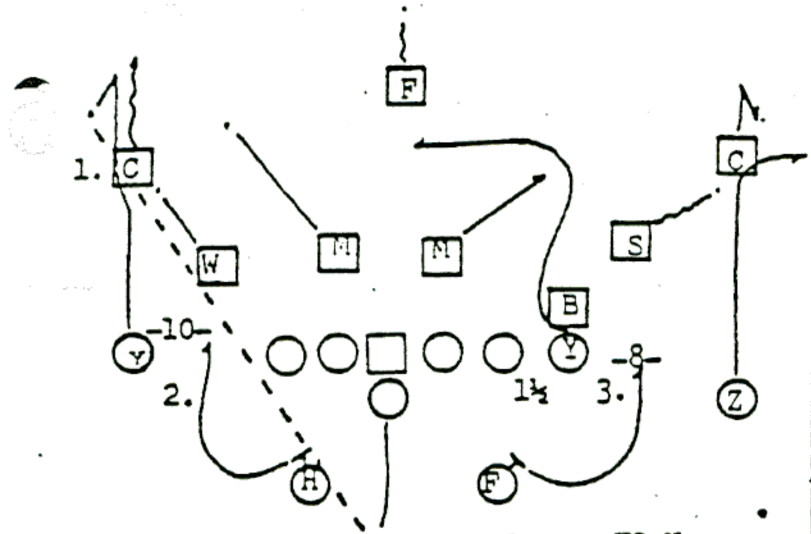




BROWN LEFT B LEFT 23 FLK GO

C.P. FLK ALERT TO BEAT SAFETY (NCD) OR CORNER (INSIDE –OUT) OR 2 SWITCH GET WIDTH VS CORNER

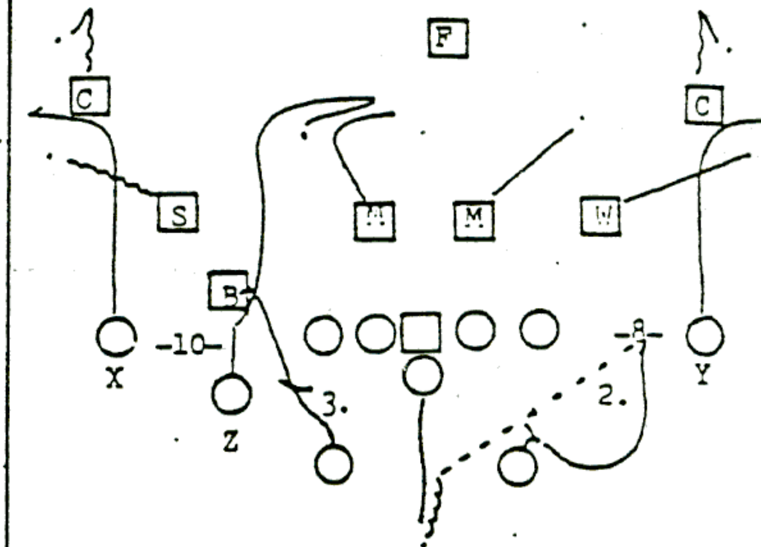
RED RIGHT 24 DBL SQR OUT



HIT- S+T TO X.

C.P. X COMEBACK
INTO SIDELINE
- DRIVE TO 12 -

RED RIGHT -SLOT OPEN 24 DBL SQR OUT



HIT -THROW TO WR

C.P. BALL AT MIDDLE OF FIELD

QB - (5 STEP) TIMED SQUARE OUT - EXCEPT IF WR IS NEXT TO SIDE LINE - NOW IT IS HIT-SIT THROW VS COMEBACK TECHNIQUE. SQUARE OUT TAKEN AWAY (CLOUD - W BACKER) LOOK TO M - PATTERN. SECOND M IS 3rd RECEIVER IN PROGRESSION. Y- PRIMARY VS COV 2 LOOK (VS Y QB - 5 BIG STEPS HIT HANG.)

HB - CHECK W BACKER - M PATTERN - SPLIT BACKERS AFTER CATCH.

FB - CHECK B BACKER - M PATTERN - SPLIT BACKERS AFTER CATCH.

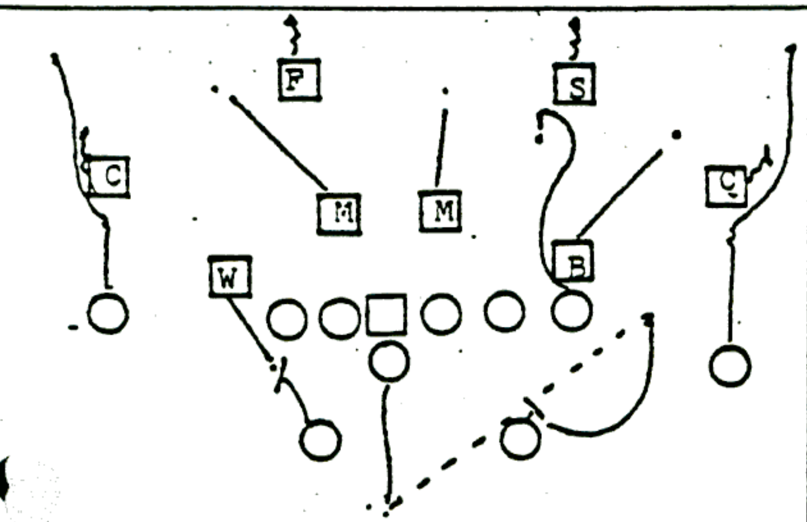
Y - 1-3 YARD SPLIT - INSIDE RELEASE. CROSS PATTERN (12 YARD DEPTH)

X - 8 YARD SPLIT (INTO SIDELINE 10 YARD SPLIT) SQUARE OUT - SEAM VS COVER 2.

Z - 8 YARD SPLIT (INTO SIDELINE 10 YARD SPLIT) SQUARE OUT - SEAM VS COVER 2.

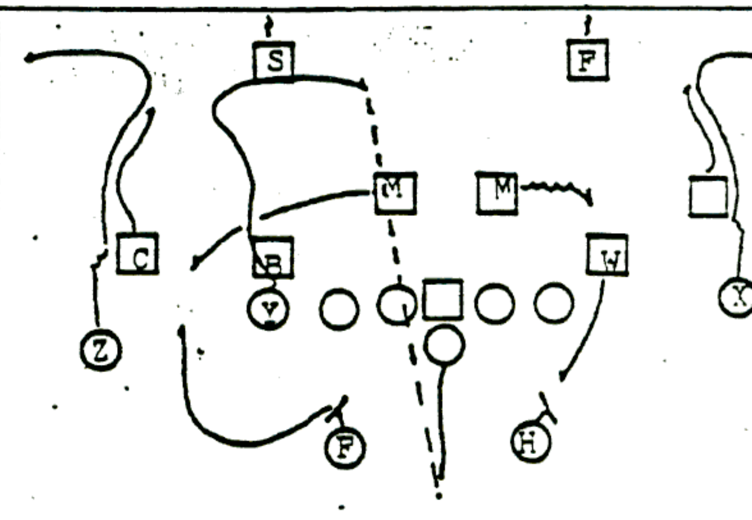
*RB - QB ALERT FOR 95/53 CALL

*FLK ALERT FOR COV 2 SWITCH



RED RIGHT 24 DBL SQR OUT - COV 2

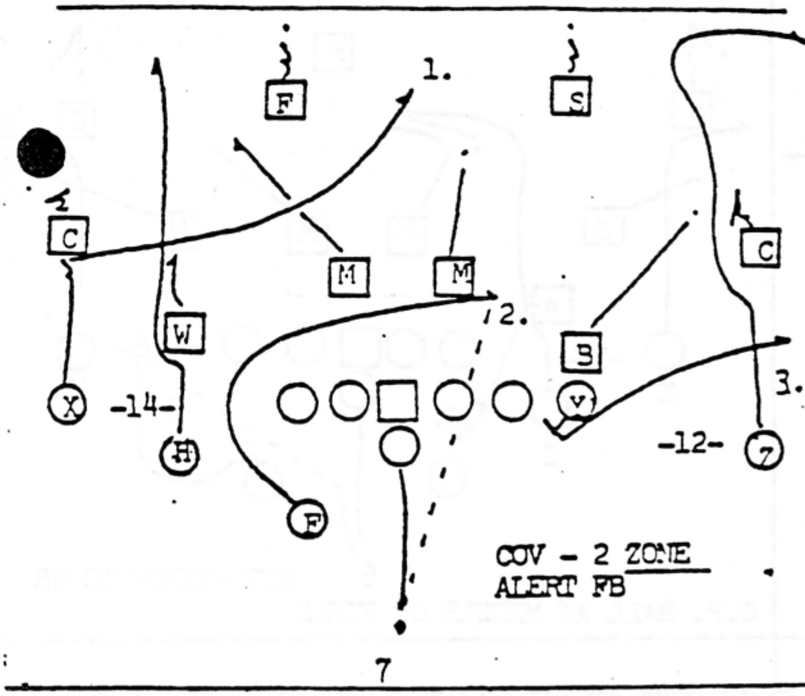
C.P. QB ALERT TE / ALERT



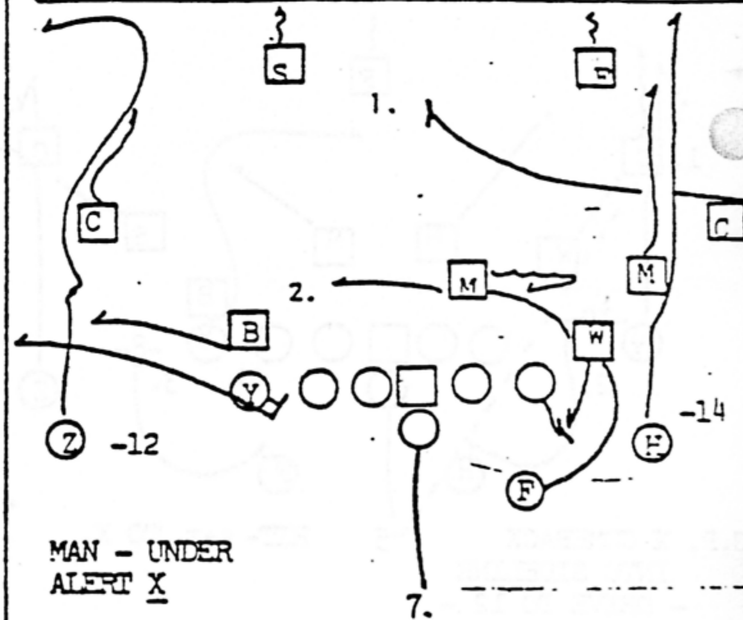
RED LEFT 25 DBL SQR OUT

QB ALERT TE VS COV 2 MAN - UNDER

D.W. RIGHT NEAR 72 X UNDER



D.W. LEFT NEAR 73 X UNDER

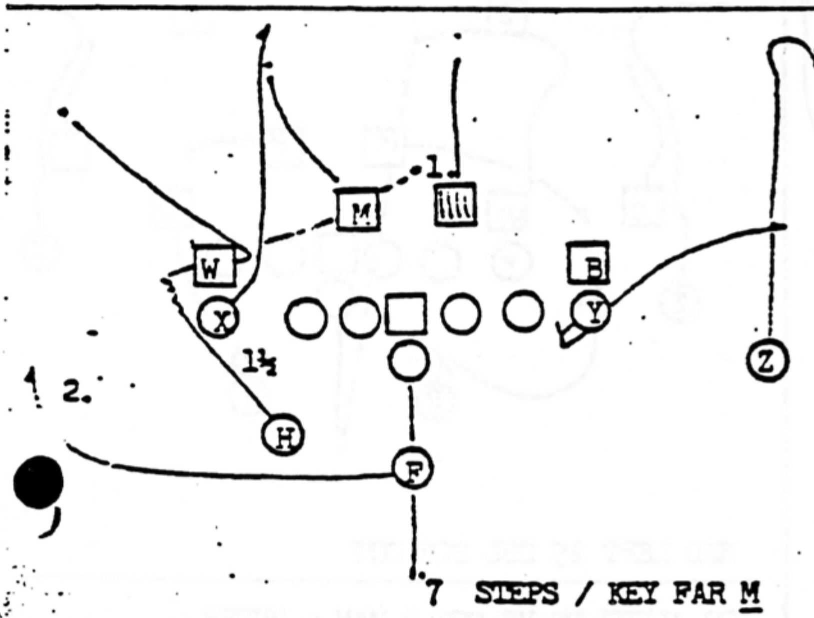


QB - 7 STEP DROP - FIND M BACKER - SNAP COUNT ON SET

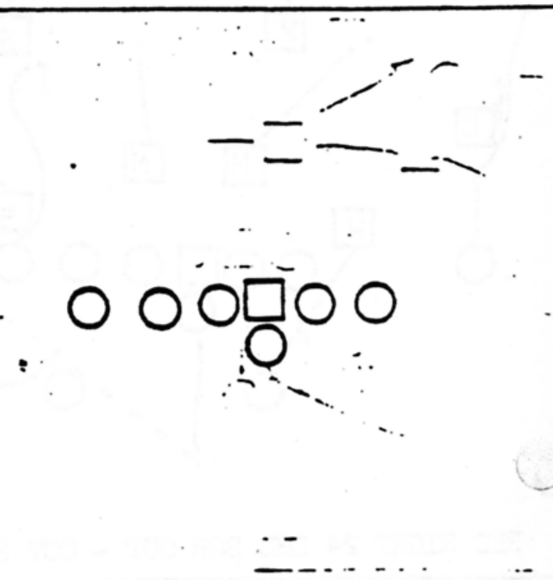
X - SPLIT 14 YDS - DRIVE UPFIELD 5 TO 7 YDS - LET HB CLEAR - ALERT CLOUD - MAN UNDER C.P. SHOULD CATCH BALL 15 TO 18 YDS DEEP OVER CENTER.

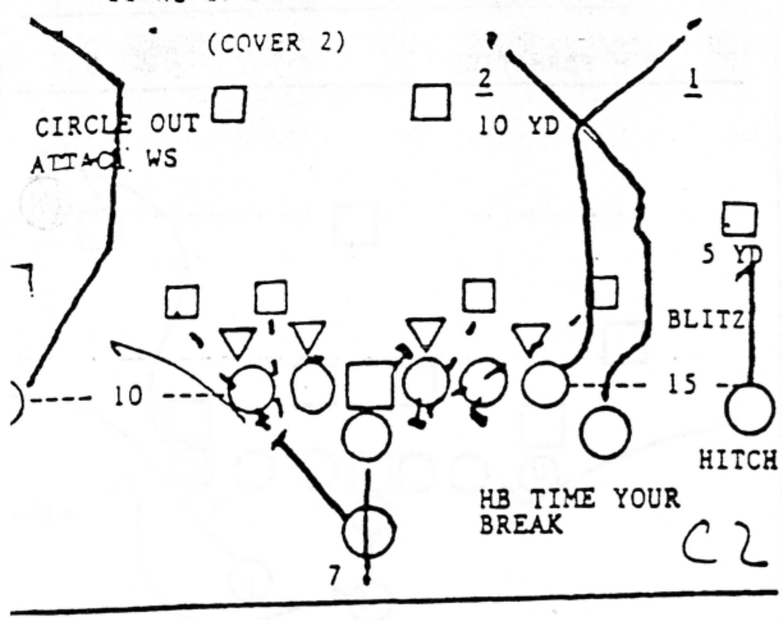
HB - LINE UP LATE - MUST CLEAR UPFIELD

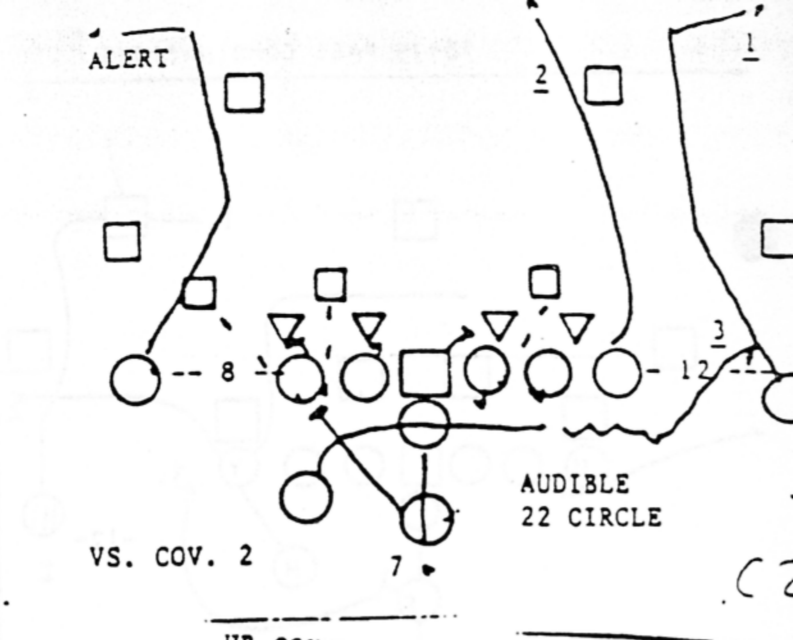
FB - CHEAT TO NEAR LATE - SCAT CIRCLE -



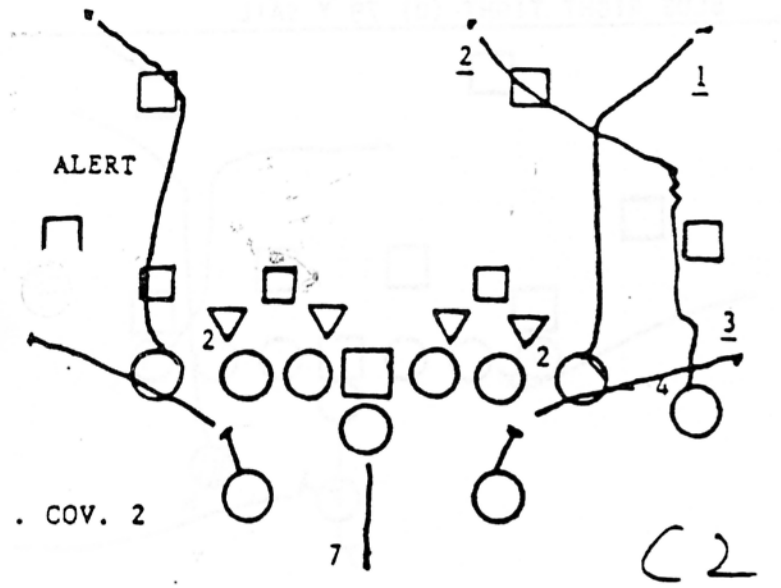
BROWN RIGHT TIGHT 72 HB DELAY



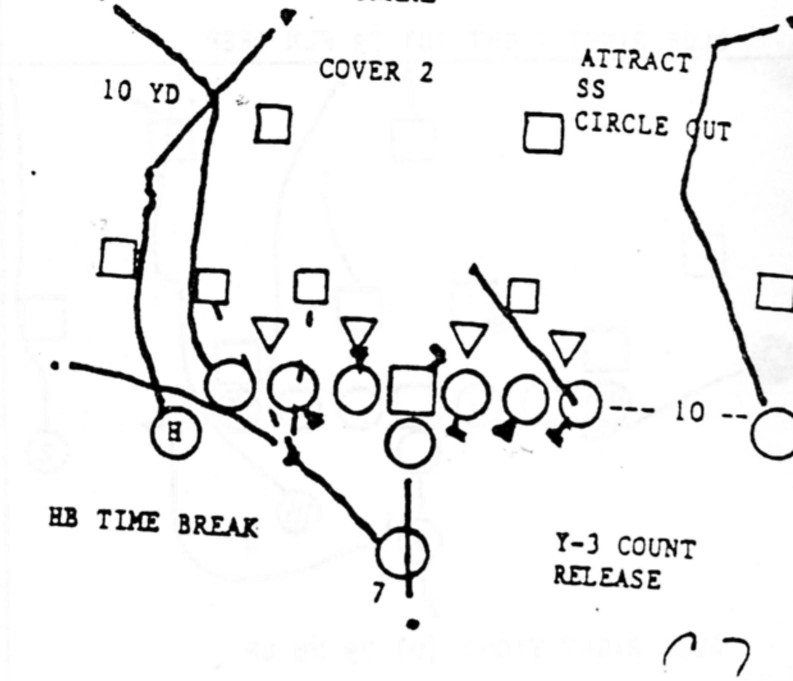




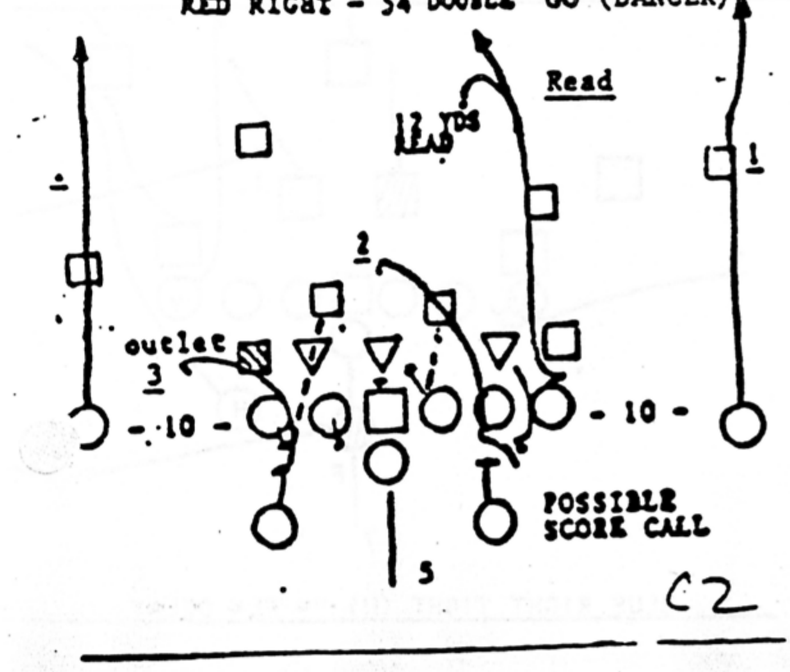
RED RIGHT (CLOSE)
AUDIBLE 24 RATTLE



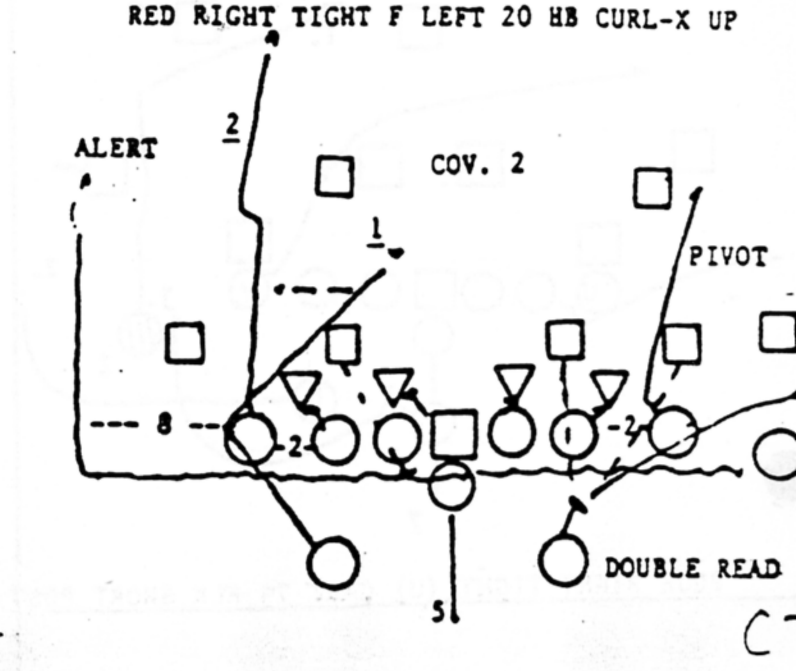
HB SOUTH RIGHT
78 WEAK SNAKE

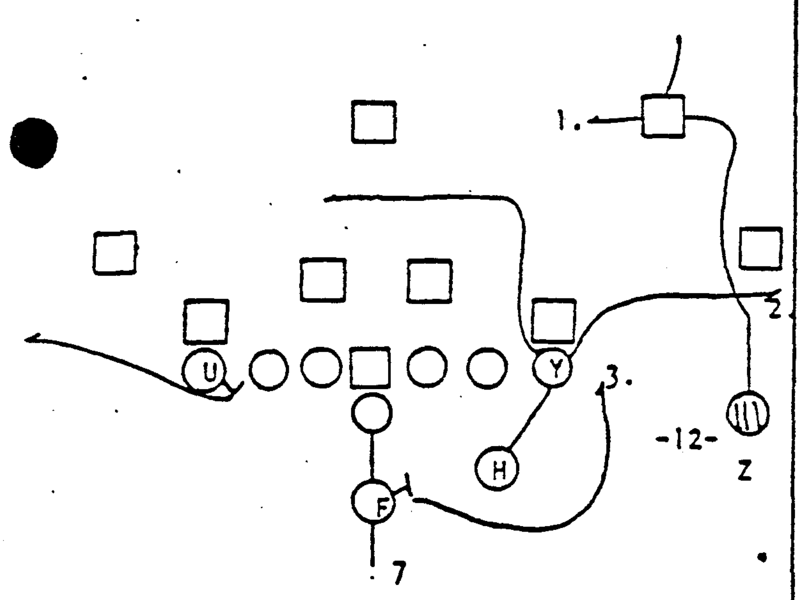


RED RIGHT – 54 DOUBLE GO (DANCER)

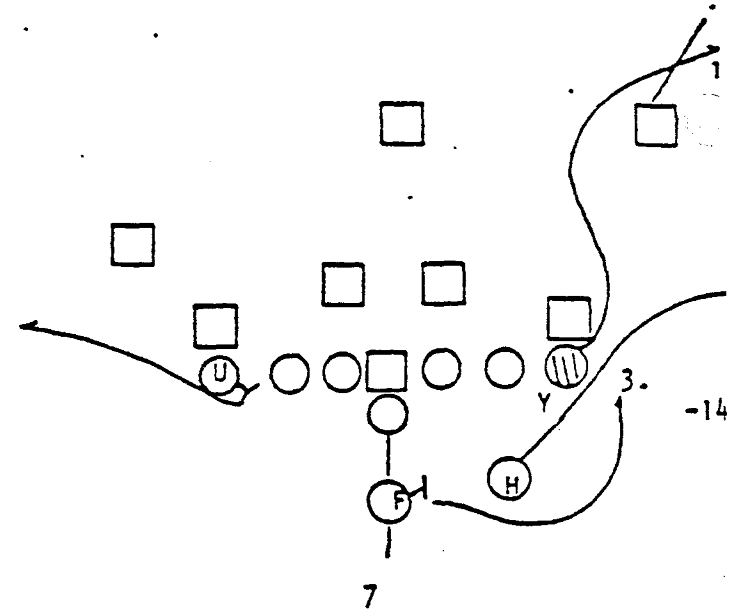


RED RIGHT TIGHT F LEFT 20 HB CURL-X UP

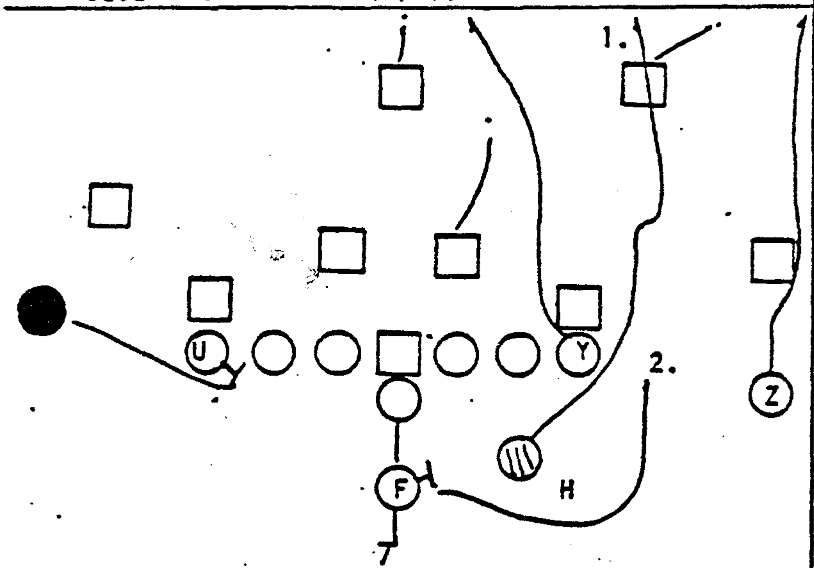




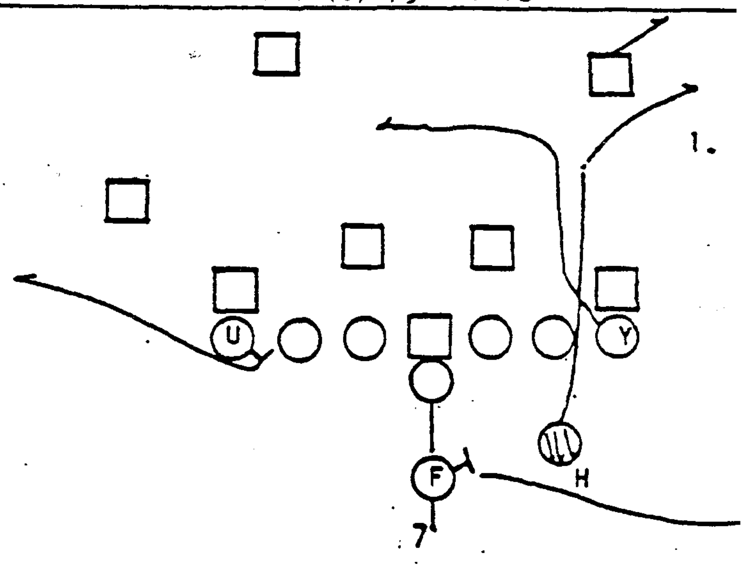
BLUE RIGHT TIGHT (U) 79 FLK DEEP



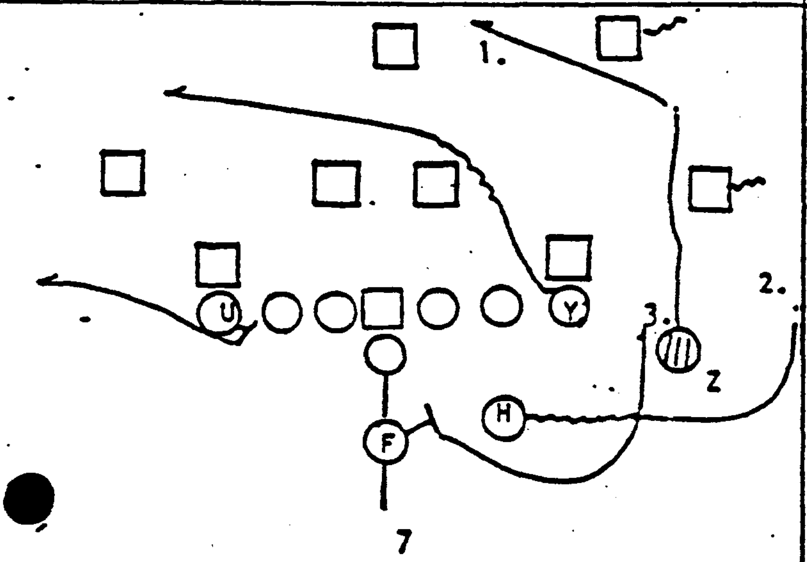
BLUE RIGHT TIGHT (U) 79 Y SAIL



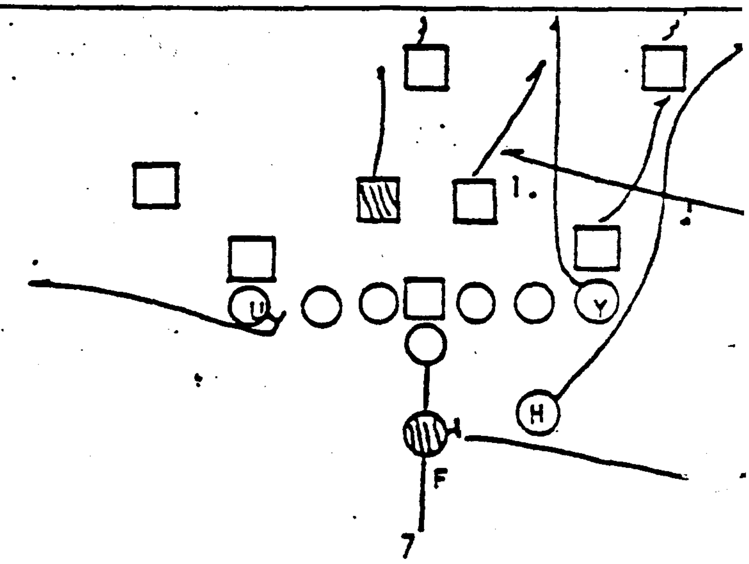
BLUE RIGHT TIGHT (U) 79 HB UP



BLUE RIGHT TIGHT (U) 79 HB CORNER

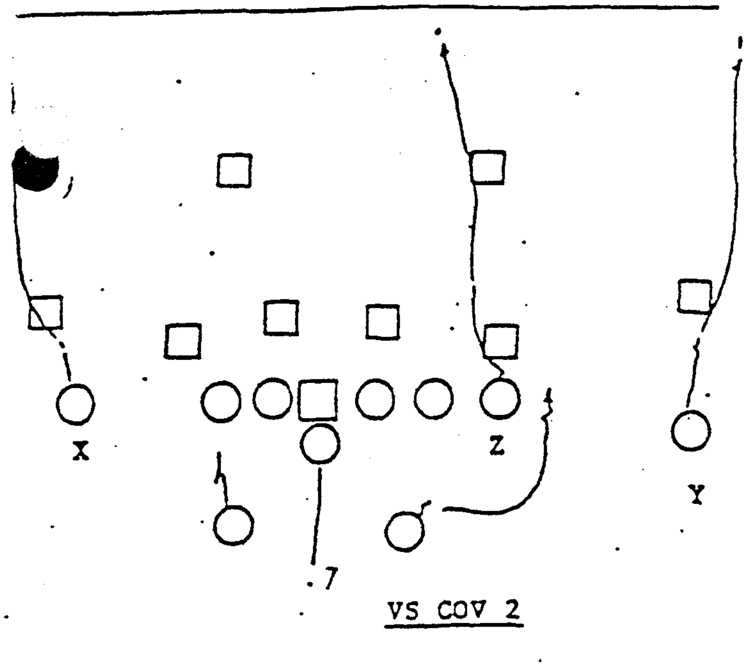


BLUE RIGHT TIGHT (U) C-RT 79 FLK SHORT POST

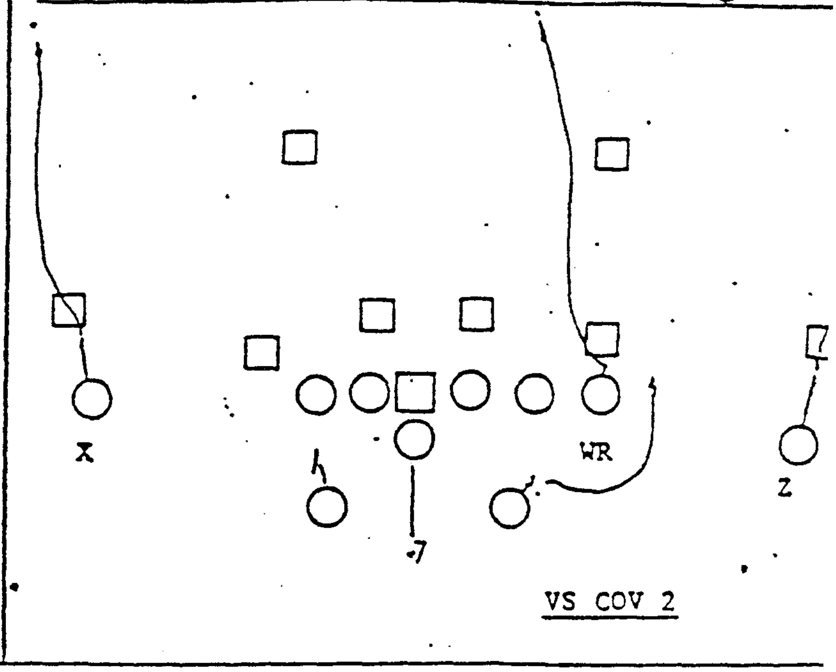


BLUE RIGHT TIGHT (U) 79 FLK DELAY

RED RIGHT Y OUTSIDE 26 FLANKER GO



RED RIGHT E 26 FLANKER GO



QB - (7 STEP DROP) READ WEAK OR STRONG SAFETY BY GAME PLAN.

1. BASIC PROGRESSION: CHECK M - LOOK TO X-Y-Z BY READ OUTLET IS FB VS FREE BLITZER LOOK TO FB.

HB - CHECK W - STAY.

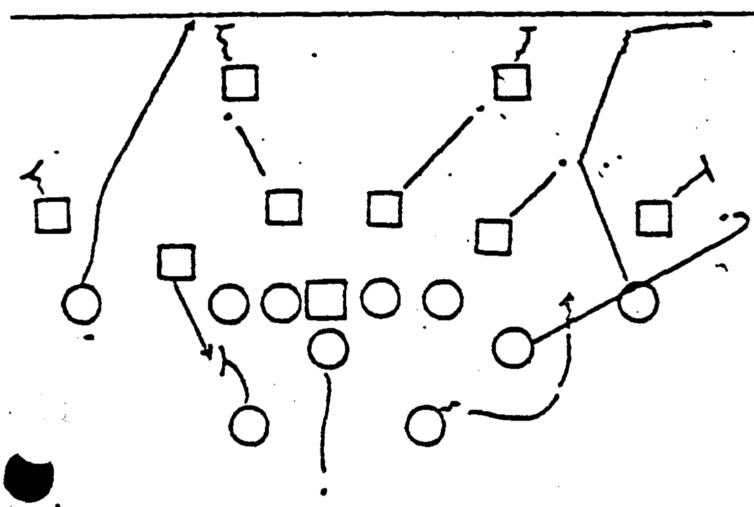
- SCAT - M PATTERN.

- (SPLIT 10 YARDS) - RUN A GO.

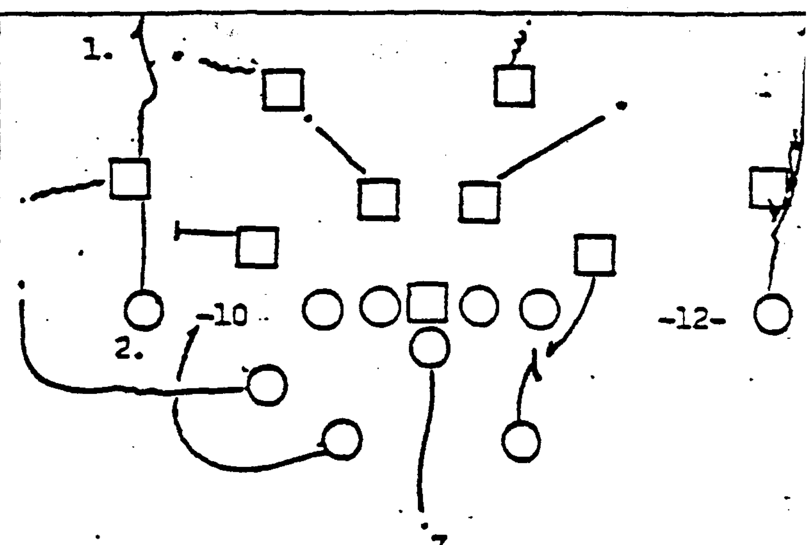
Y - OUTSIDE CALL - Y SETS OFF L.O.S., 10 YARDS OUTSIDE FLANKER - RUN A GO.

Z - OUTSIDE CALL - FLANKER SPLITS 2-3 YARDS FROM THE TACKLE.

E CALL - WR REPLACES Y SPLITS 2-3 YARDS FROM THE TACKLE - RUNS A GO INSIDE THE STRONG SAFETY.



RED RIGHT Y DEEP 26 FLANKER CIRCLE OUT

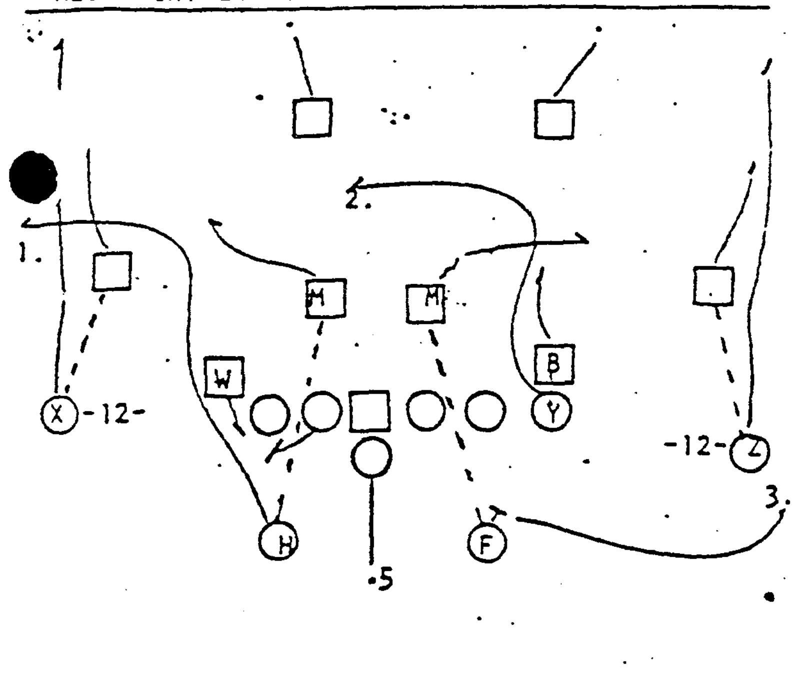


RED LEFT Y LEFT 27 FLK GO

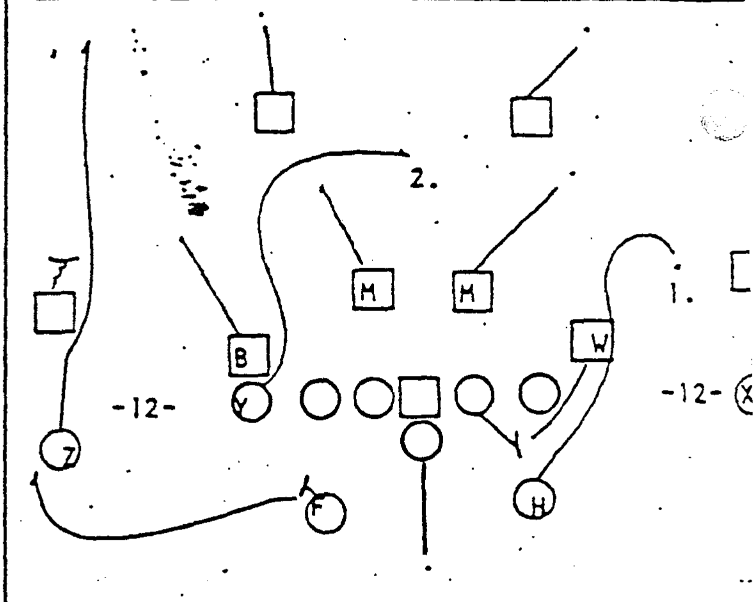
FLK - NOD VS SAFETY - ALERT TO RUN INTO MIDDLE

SEAM VS COV - 2.

RED RIGHT 28 HB FAN



RED LEFT 29 HB FAN



VS COVER 2 ZONE

QUARTERBACK - 5 STEP DROP READ DEFENSE WITH HB
PSL W - CORNER ALIGNMENT/5 BIG STEPS SIT-READ HB FOR FAN VS MAN - HOOK VS ZONE

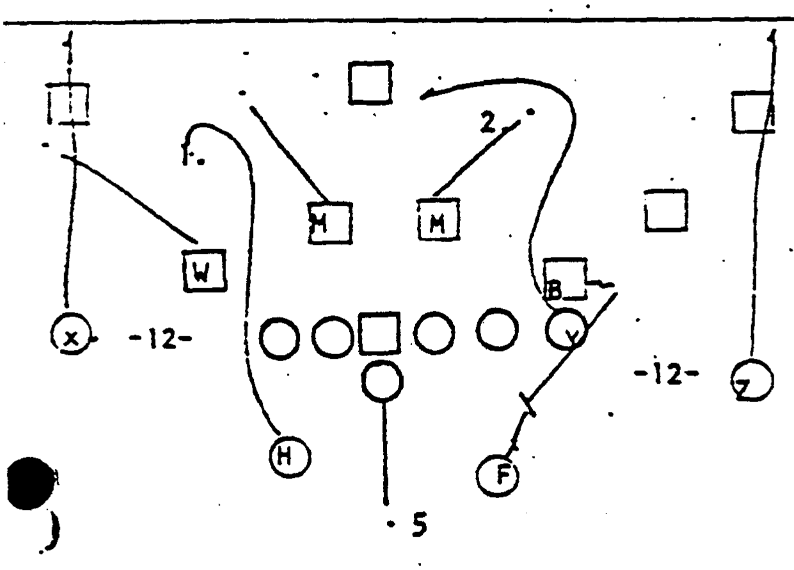
PROGRESSION - HB #1 - TE #2 - FB #3

FB - CHECK RUSHER - WIDE PATTERN
B-PSL W for RELEASE, PUSH UP TO 10 YDS - HOLD DEFENDER INSIDE, BREAK OUT ON FAN VS MAN/
VS ZONE. READ THE COVERAGE (ZONE-MAN-BLITZ) ON THE MOVE. DO NOT GET HELD UP/VS FS CC
ON HB - CUT FAN TO 6 YDS DEEP.

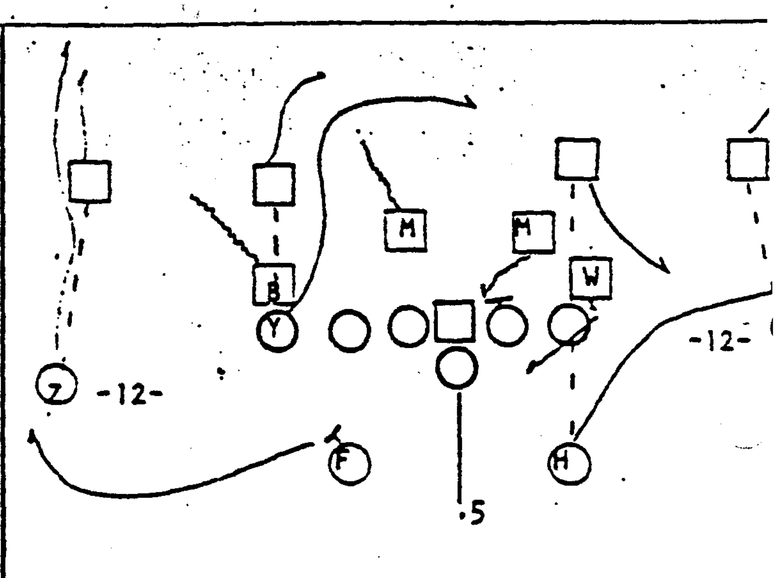
) - WANT BASIC CROSS (BEST RELEASE) SIT DOWN VS ZONE.

X - CLEAR - MUST RELEASE OUTSIDE INTO SEAM VS CLOUD

Z - CLEAR - TURN CLOUD CORNER INSIDE.

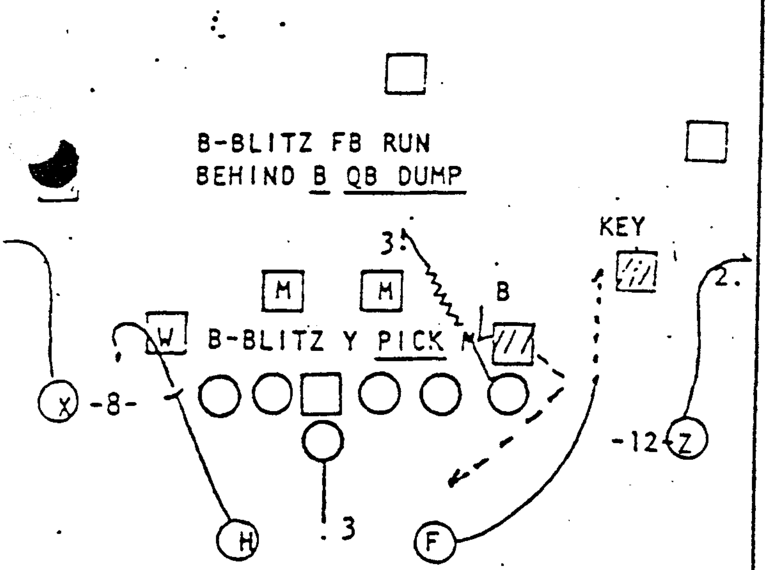


VS COVER 3 ZONE



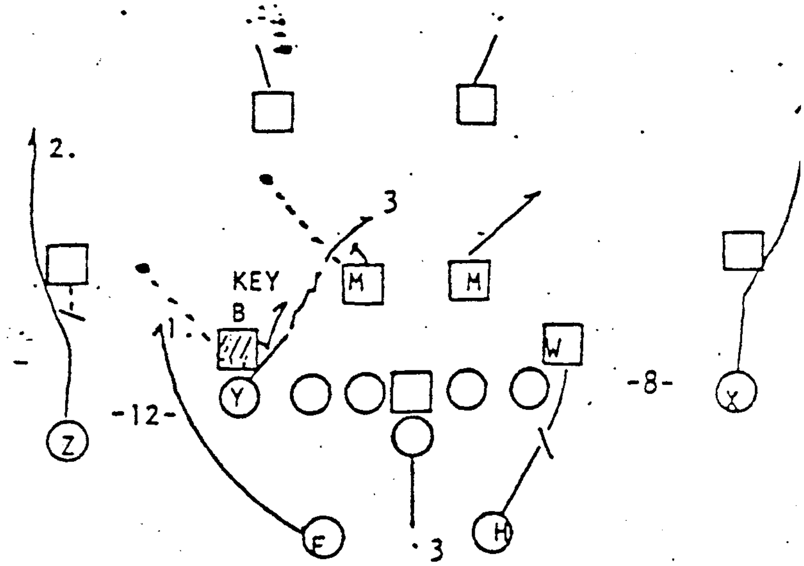
VS COVER Z BLITZ

AUDIBLE 20 - RED RIGHT BASIC



VS COVER 3 ZONE

AUDIBLE 21 - RED LEFT BASIC



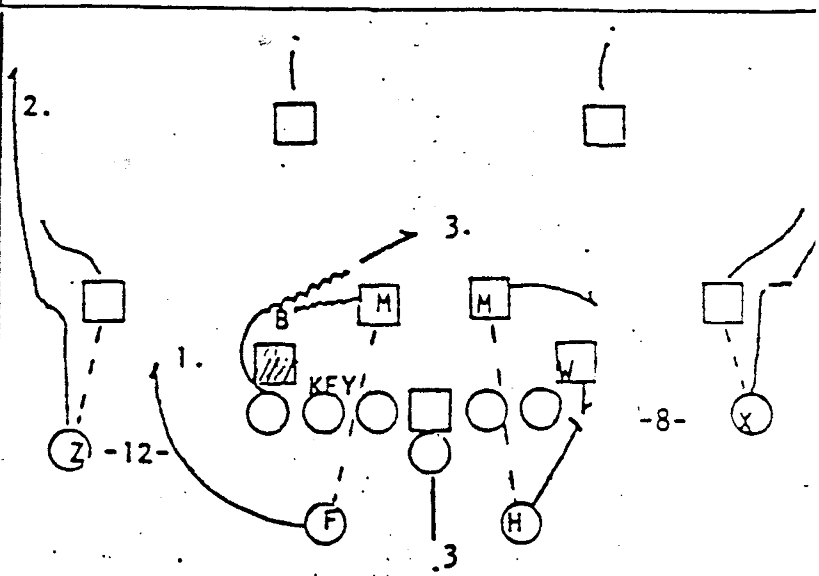
ALERT SEAM
VS TRUE ZONE

VS COVER 2 ZONE

THIS IS NOT A 3rd DOWN PASS
ALWAYS HAVE X VS SKY OR SCRAMBLE
KEY POINTS
TE - PSL B-SS-C/MUST CONTROL B

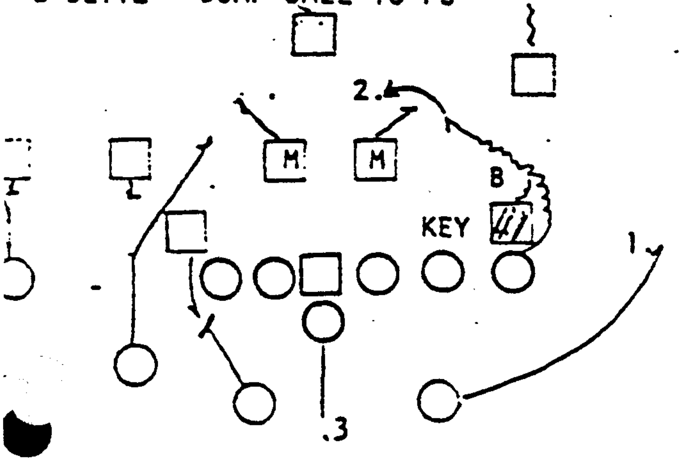
MAN UNDER LOOK - RELEASE OUTSIDE
COVER 2 ZONE LOOK - RELEASE INSIDE
COVER 3 ZONE LOOK - RELEASE INSIDE
HEAD UP - TIGHT OUTSIDE
MOVE OUT BLITZ - PICK-OFF M

QUARTERBACK
PSL COVER LOOK - READ FOR M OR Z ON THE MOVE

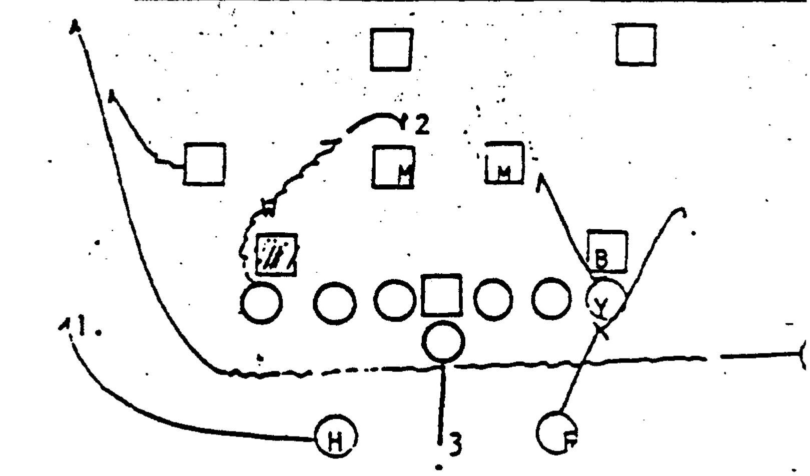


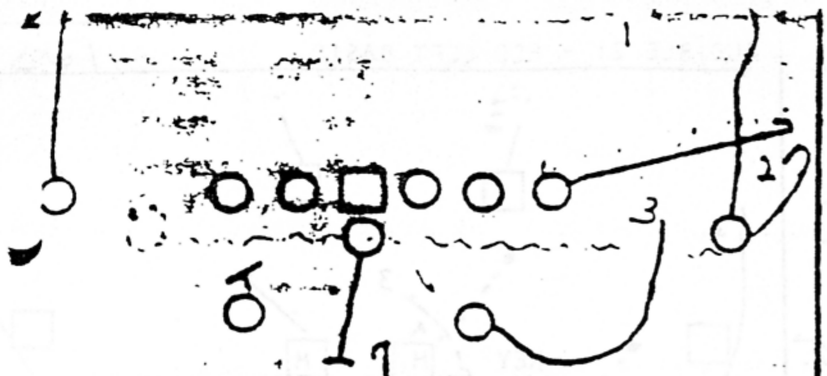
VS MAN-UNDER

B BLITZ - DUMP BALL TO FB

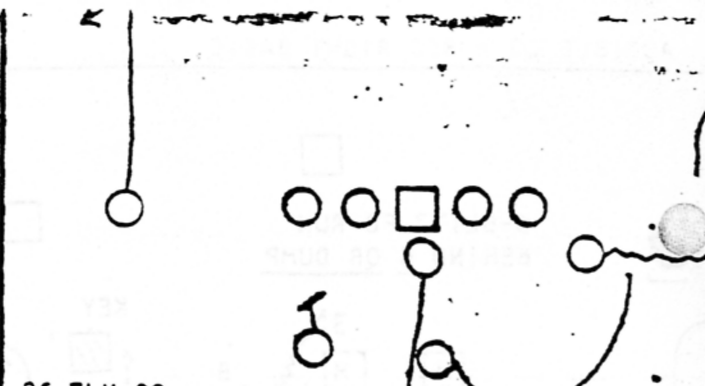


VS COVER 5 ZONE PRESS

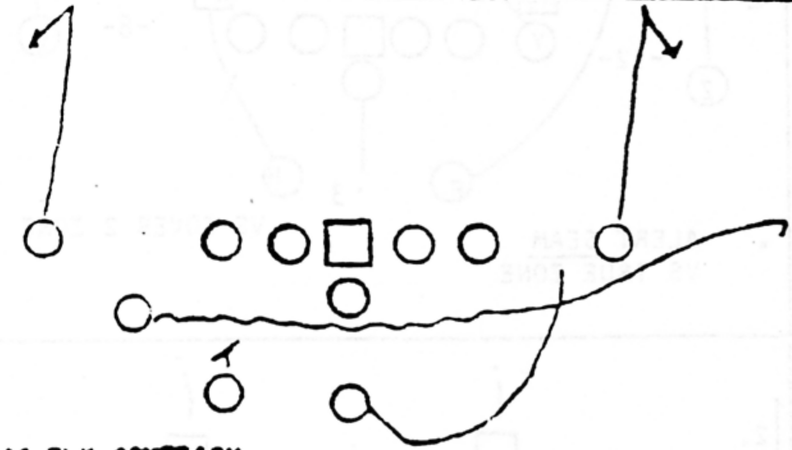




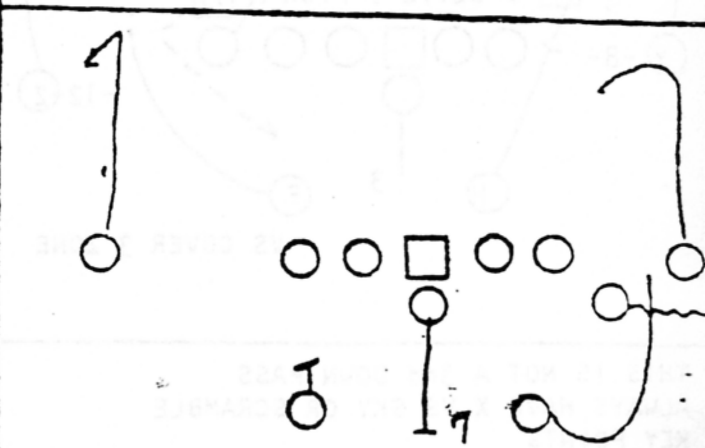
26 FLK TURN IN



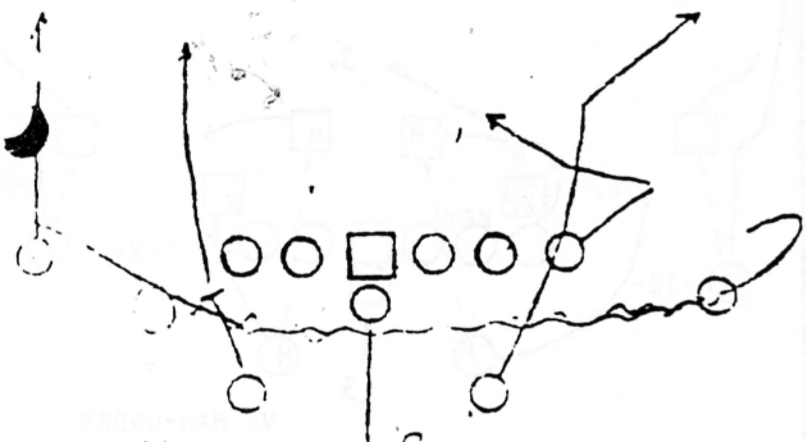
26 FLK GO



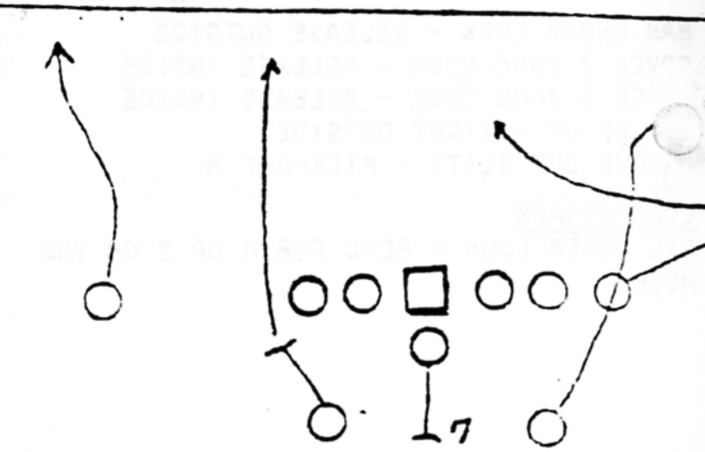
25 FLK COMEBACK



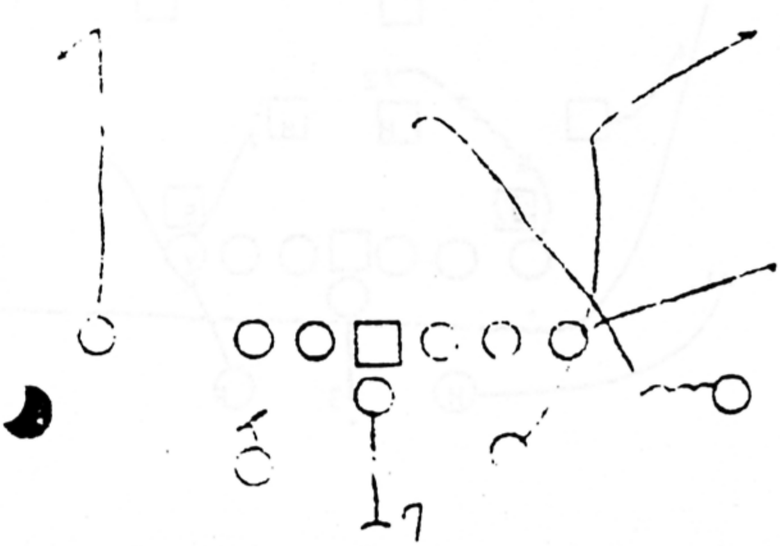
25 Y SWING



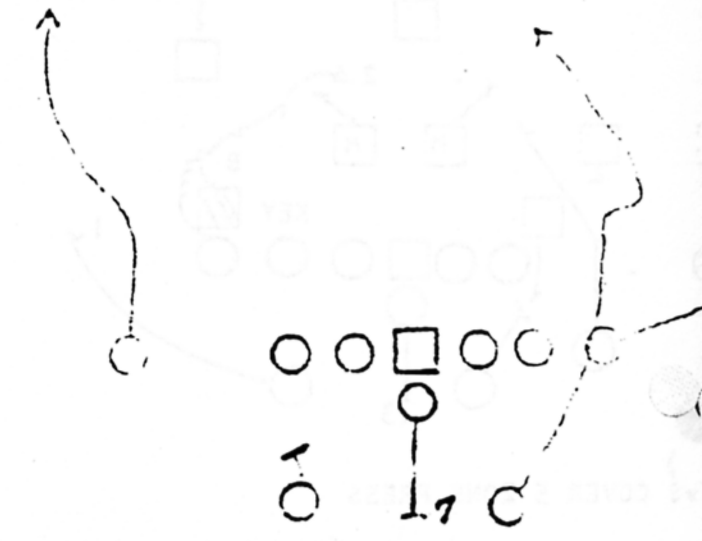
LAY



26 FLK UNDER



F.B. CORNER



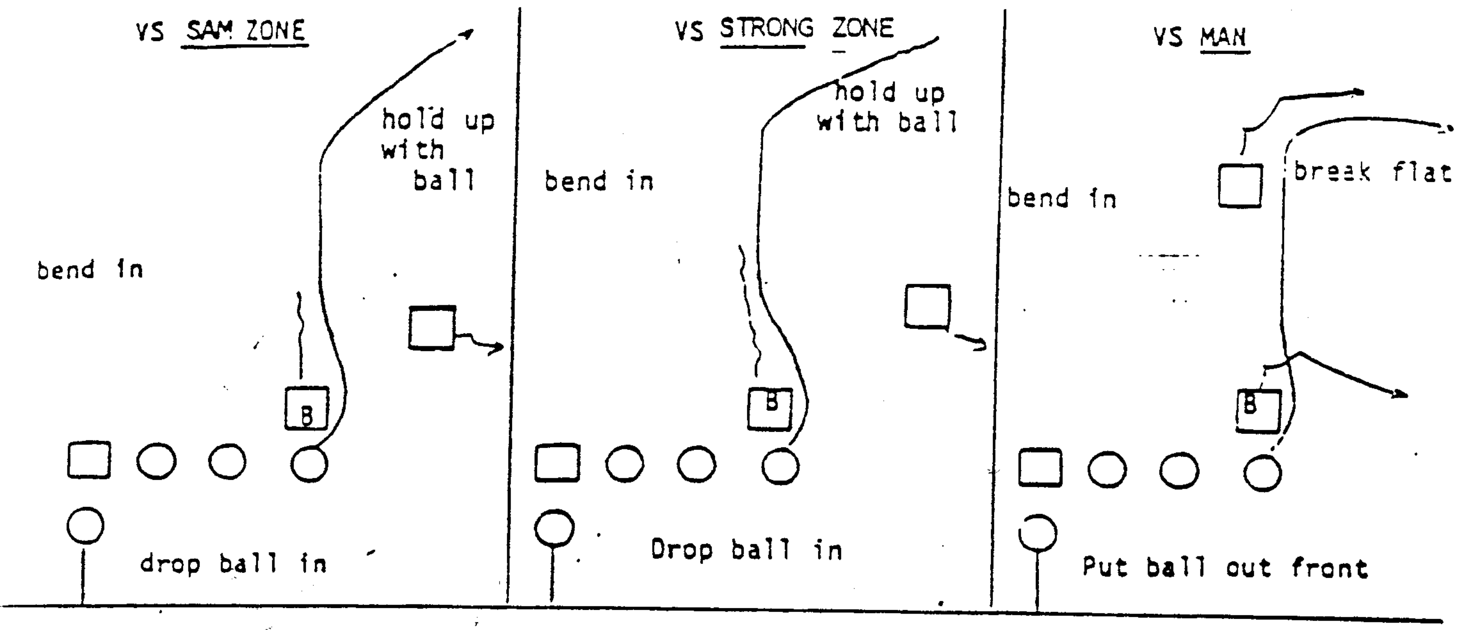
26 F.B. CLOSE

1982 Walsh Study

Additional Areas of Study

Miscellaneous

Y SAIL



- ASIC SPLIT 1-1/2 YARDS.
- EASE OUTSIDE.
- BEND BACK IN - KEEP FEET MOVING.
- ROLL IT OUT AT ABOUT 10-12 YARDS.
- CATCH BALL IN DEAD AREA OF ZONE (18 YARDS DEEP).
- QUARTERBACK WILL HOLD UP VS ZONE.
- MUST PSL (PRESNAP LOOK) SS ALIGNMENT.

RTERBACK: 7 STEP DROP

- ANTICIPATE DEAD AREA - HOLD RECEIVER UP.
- VS MAN LEAD RECEIVER TO OUTSIDE.
- PSL SS (STRONG SAFETY) FOR MAN OR ZONE COVER.

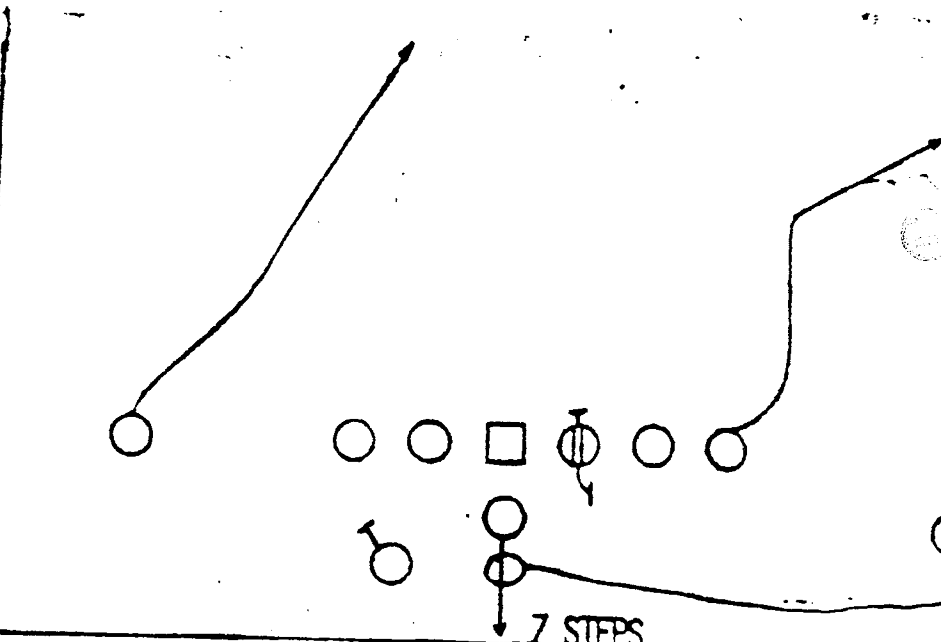
Formation: Brown. B-mot

PLAY: 22(23) SAIL

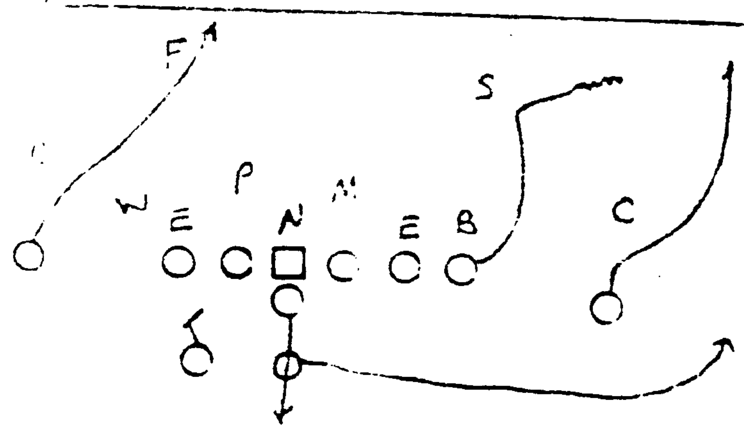
PROGRESSION: Y-FB-RUN

COMMENTS: BEAT COVER 3 SKY

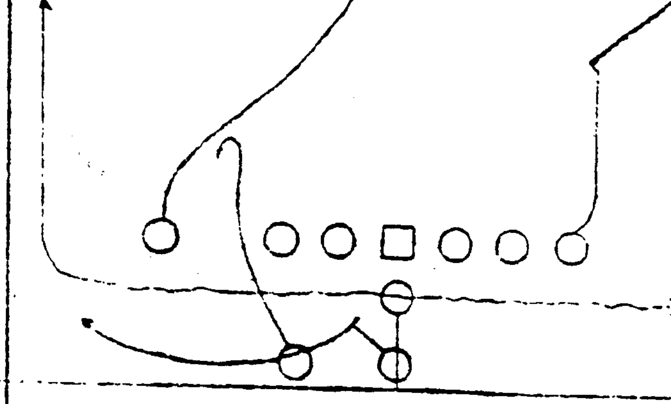
BEAT COVER 3 CLOUD



QB	7 STEPS - KEY "B" LINEBACKER - BLITZ = FB. BE ALERT FOR Y SITTING DOWN IN ZONE - STOP Y WITH THROW.
X	10 YARD SPLIT - TAKE TWO PATTERN OCCUPY DEEP MIDDLE COVERAGE MAN.
Y	OUTSIDE RELEASE - SAIL - MUST PUSH STRAIGHT UPFIELD THE LAST 5 YARDS BEFORE BREAK - ALERT TO SIT DOWN VS ZONE.
Z	14 YARD SPLIT - MUST CLEAR - RELEASE OUTSIDE CLOUD FORCE. GET CORNER BACK TURNED.
HB	STAY - VS BLITZ = W BACKER.
FB	SCAT - WIDE FLARE - VS "B" BLITZ = ALERT FOR BALL QUICK.



78 Y CORNER

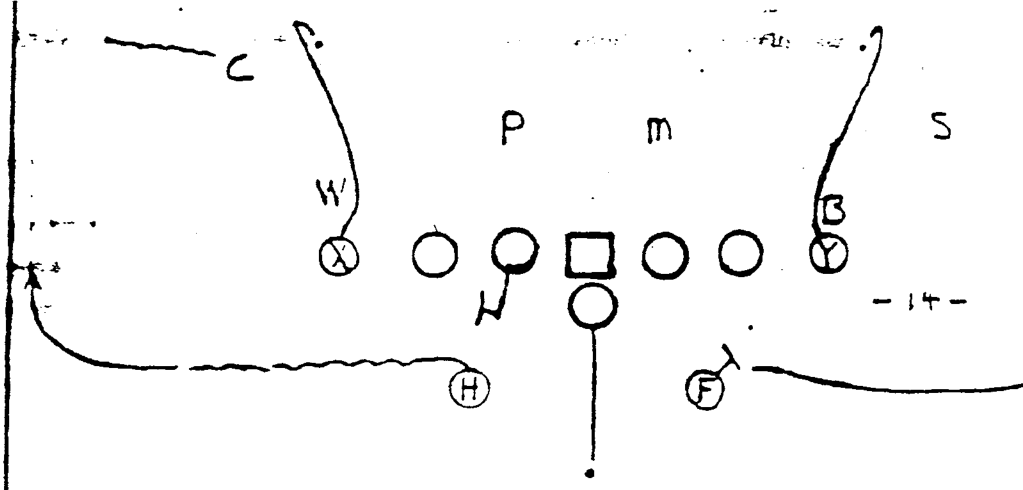


FORMATION: RED TIGHT
A/C WEAK

PROGRESSION: X, HB, FB
Y, FB

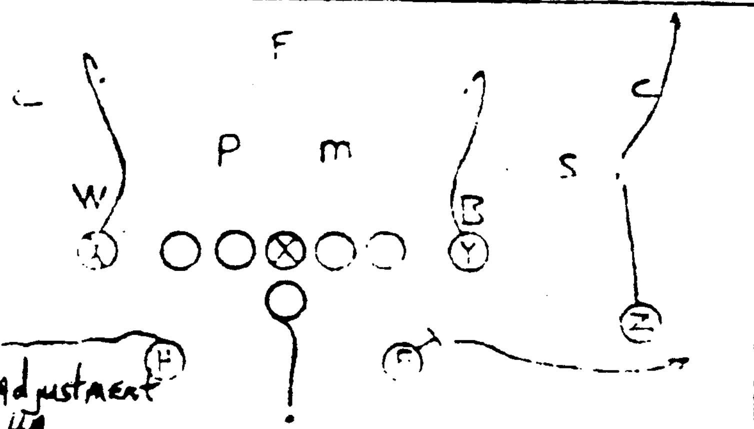
COMMENTS:

X IS NOT RECEIVER
READ m-THROW AWAY

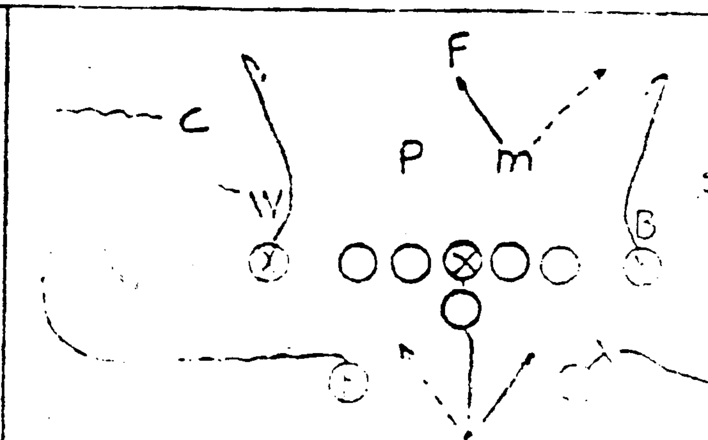


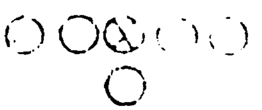
5 Big - Sit

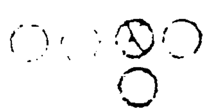
QB	5 BIG - SIT - KEY m VS 34/KEY M VS 43 - THROW AWAY
X	1½ YARD SPLIT - INSIDE RELEASE - KEY P
Y	1½ YARD SPLIT - INSIDE RELEASE - KEY M
Z	14 YARD SPLIT - CLEAR OUTSIDE
HB	MOTION - RIM PATTERN
FB	CHECK - WIDE

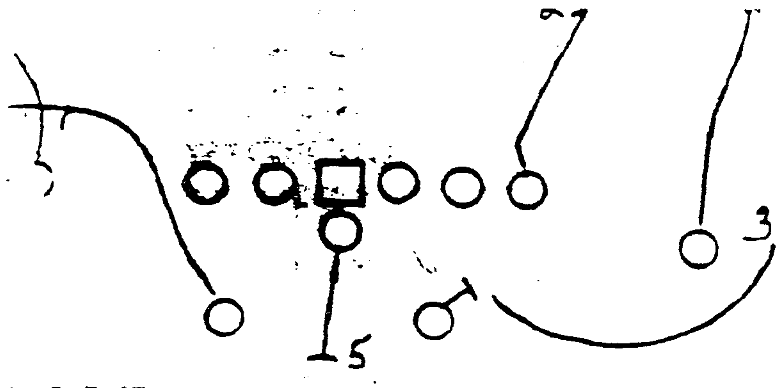


No Adjustment
hit HB

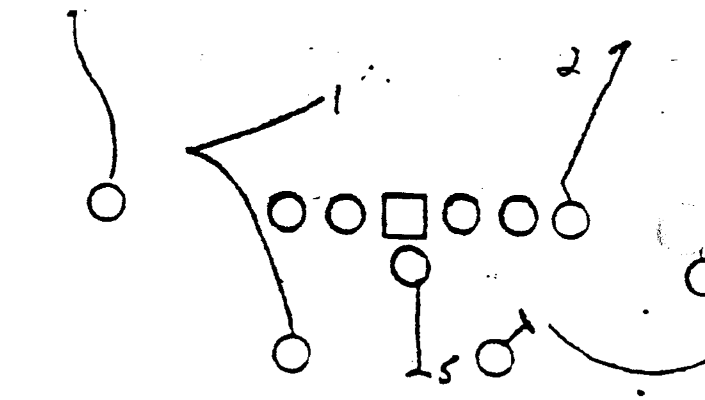




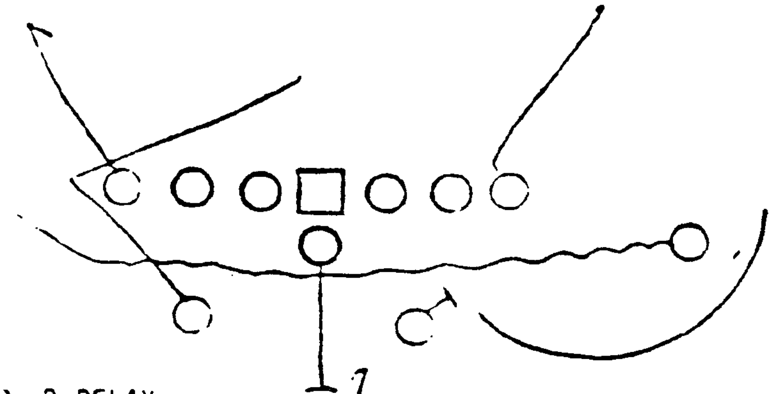




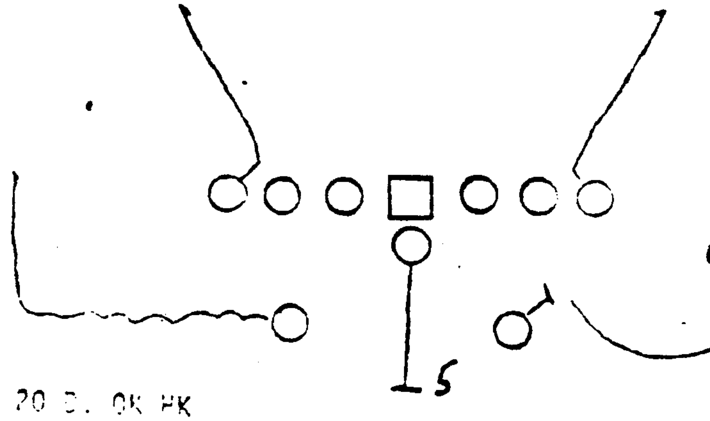
HB FLAT



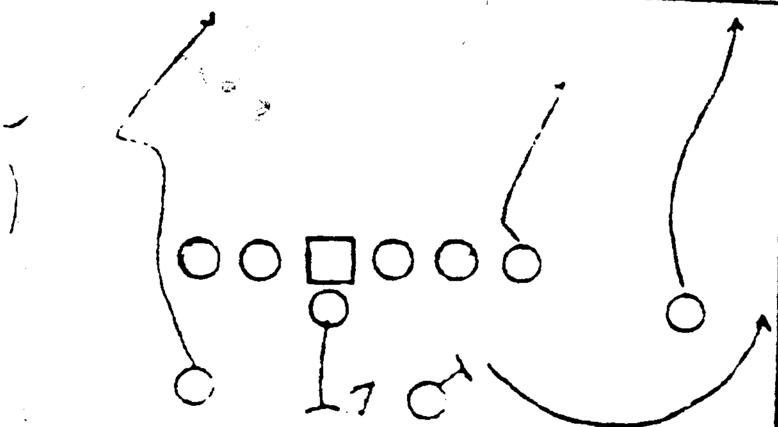
20 HB CURL



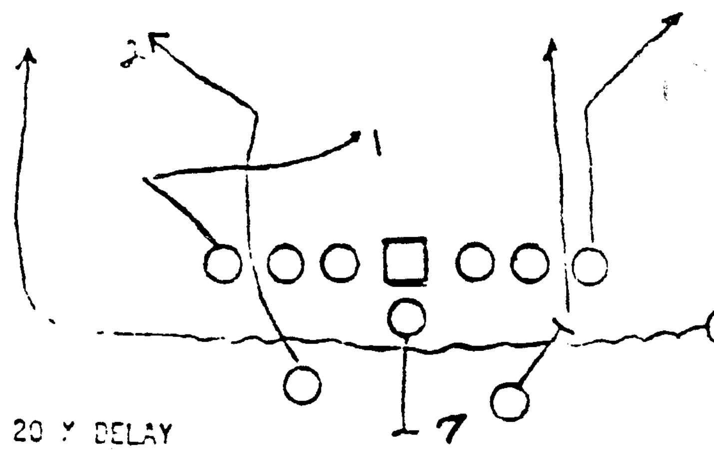
HB DELAY



20 D. OK HK

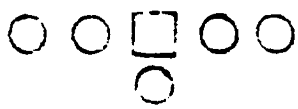


B CLOSE



20 Y DELAY





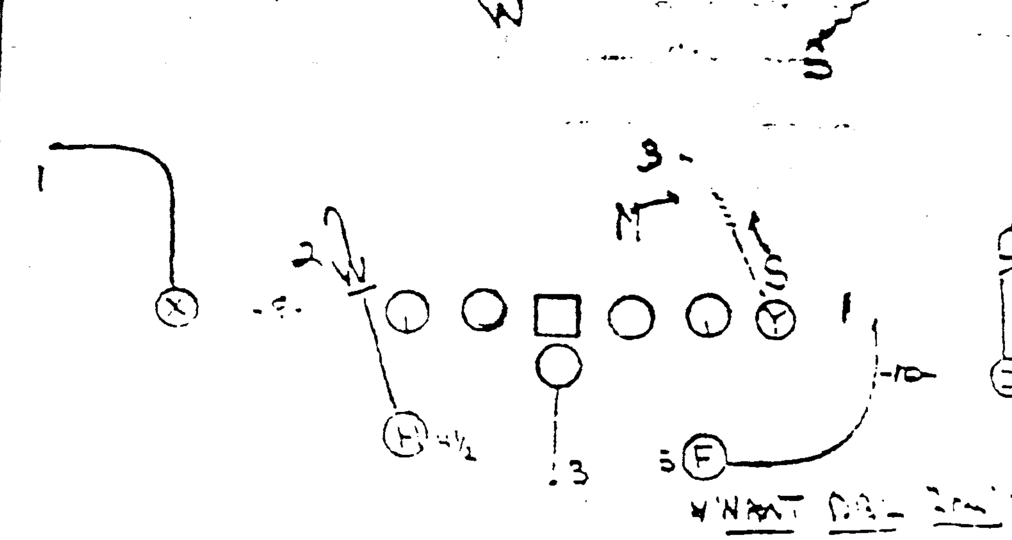
PLAY: AUDIBLE 322 (323)

FORMATION: RED (SLOT)

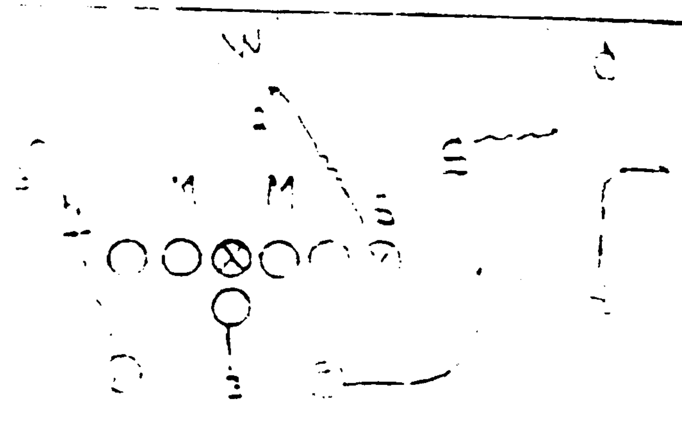
PROGRESSION: DBL: FB-Z
Sam/MAN: X-Y-HB

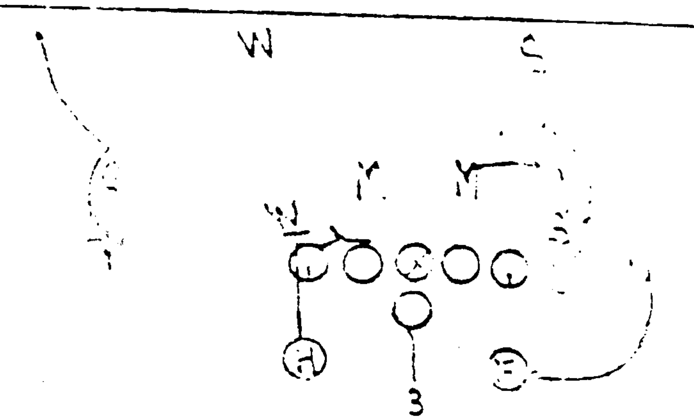
COMMENTS:

vs. Sam Zone go to X

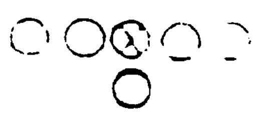


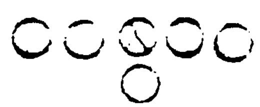
CS	3 STEP DROP
X	QUICK OUT- ALERT DBL MAN/ DBL ZONE - 8 YARD SPLIT
Y	P.S.L. SARA/SAM/COVER - INSIDE RELEASE - ALERT DBL MAN/ DBL ZONE 1 1/2 YARD SPLIT
Z	QUICK OUT - ALERT DBL MAN/ DBL ZONE -10 YARD SPLIT
[illegible]	BLUNT BLOCK W - ALERT SLIDE CALL - QUICK HOOK
[illegible]	[illegible]CAT QUICK M





VS DBK NAB (CK 5E4?)





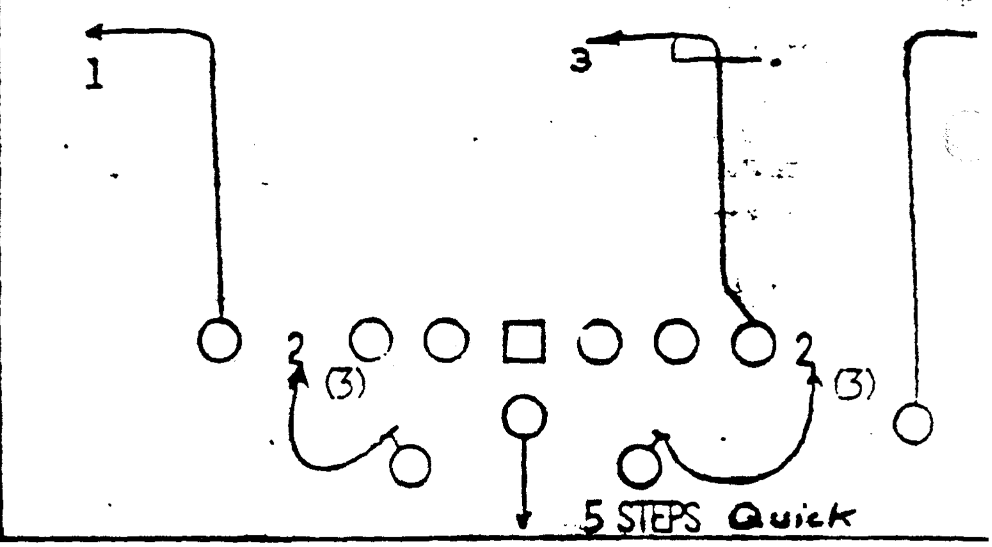
LAY: 24 DOUBLE SQUARE OUT

ROGRESSION: ~~X-HB~~-Y
Z-FB-Y

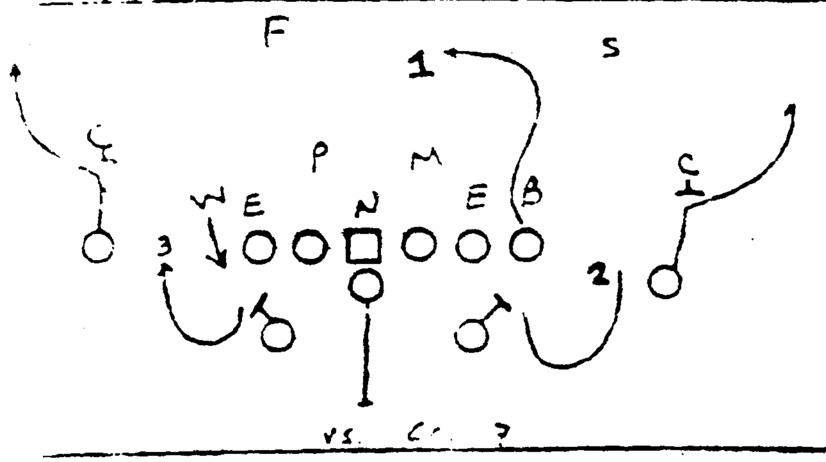
MENTS:

vs Cov. 7 = Y-FB-HB

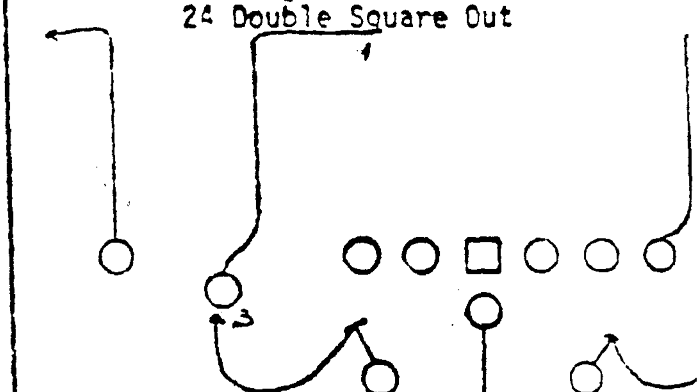
QB PICKS A SIDE BEFORE THE SNAP OF THE BALL.

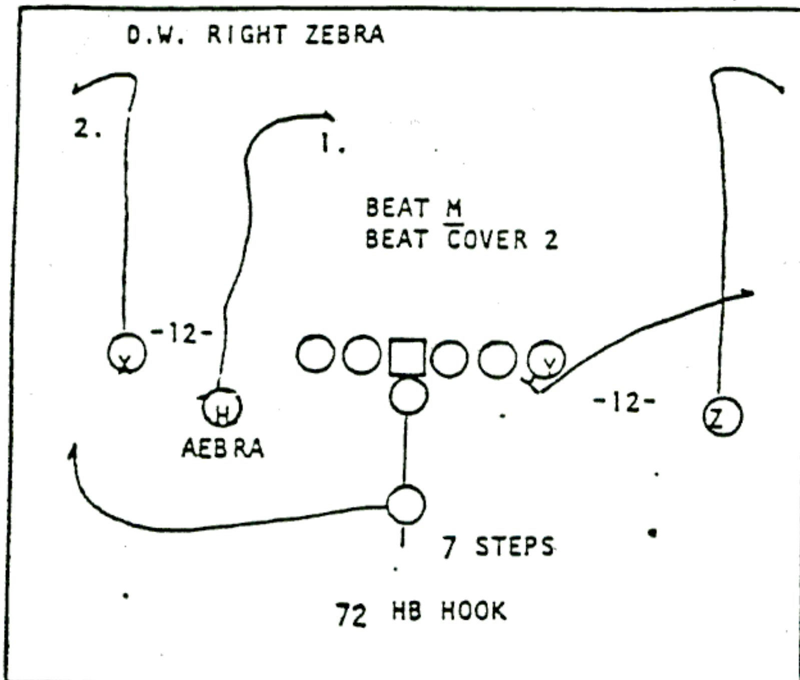


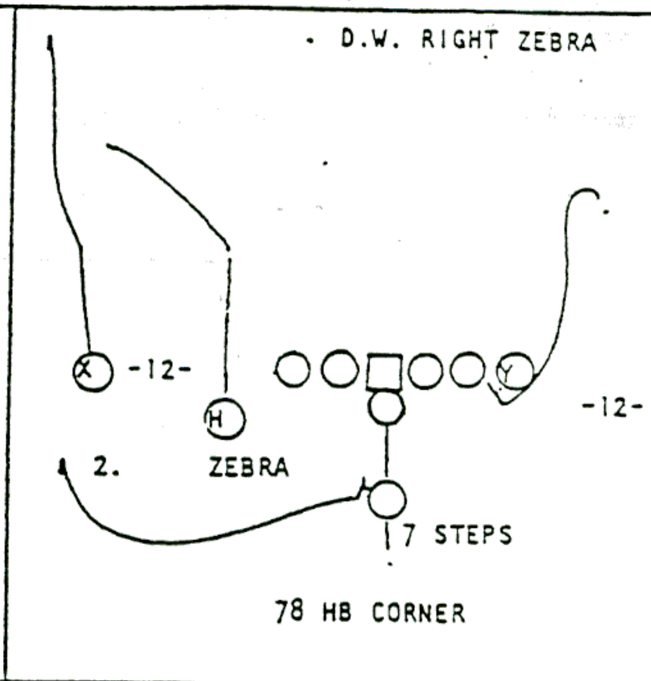
QB	5 QUICK STEPS - DECIDE ON A SIDE BEFORE THE SNAP AND STAY WITH IT.
X	8 YARD SPLIT - CROSS OVER AT 10 YARDS TO 12 YARD OUT. OUTSIDE RELEAS TO SEAM VS ROLL UP.
Y	INSIDE RELEASE - UPFIELD AND RUN 12 YARD CROSS. NO DEEPER THAN 12 YARDS.
Z	SAME AS X.
HB	CHECK "W" BACKER, NO BLITZ = RUN "M" PATTERN.
FB	CHECK "B" BACKER, NO BLITZ = RUN "M" PATTERN.

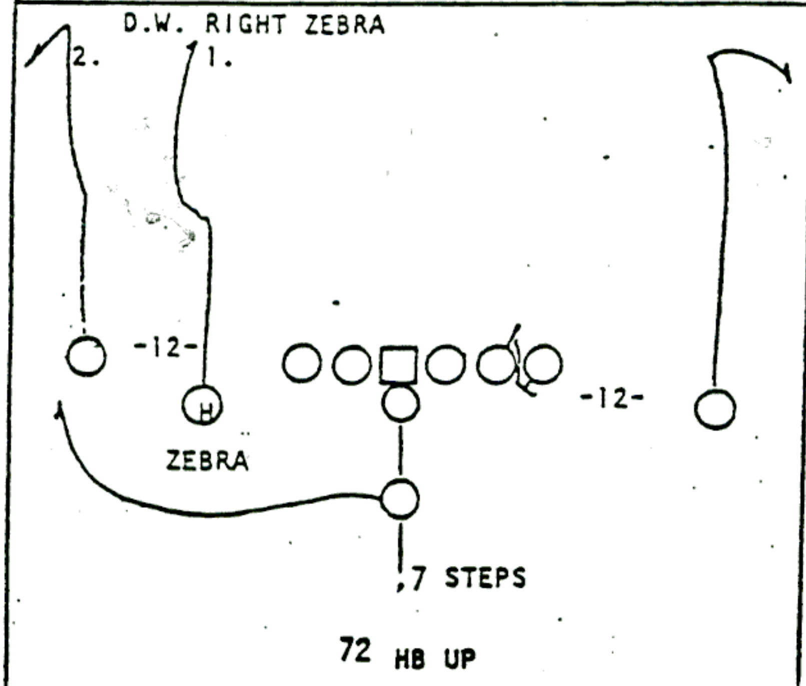


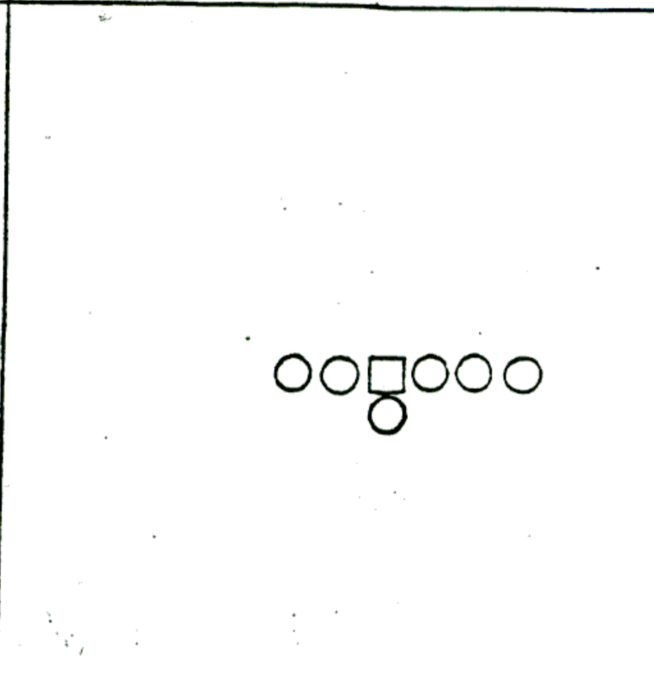
Red Right Slot
24 Double Square Out



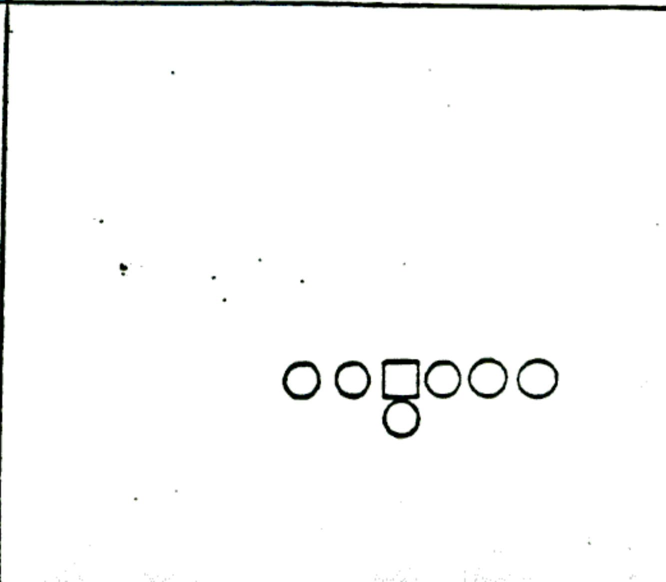

D.W. RIGHT ZEBRA
2.
1.
BEAT M
BEAT COVER 2
-12-
X
H
AEBRA
Y
-12-
Z
7 STEPS
72 HB HOOK


D.W. RIGHT ZEBRA
X
-12-
H
Y
-12-
2.
ZEBRA
7 STEPS
78 HB CORNER


D.W. RIGHT ZEBRA
2.
1.
-12-
H
-12-
ZEBRA
7 STEPS
72 HB UP

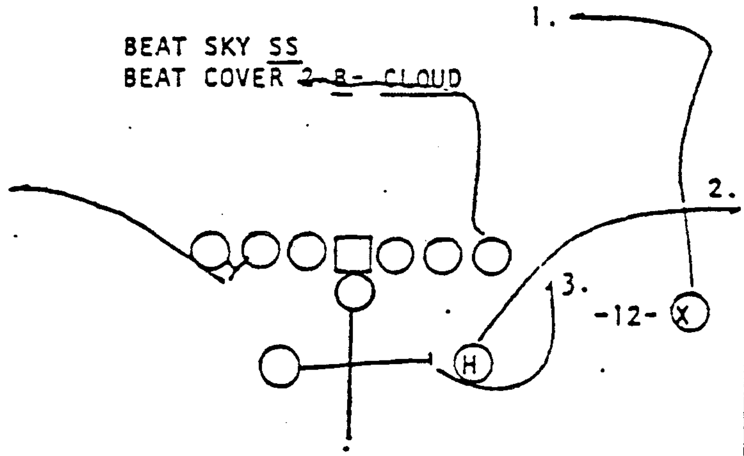






CHANGE RIGHT TIGHT (U)

BEAT SKY SS
BEAT COVER 2 B- CLOUD

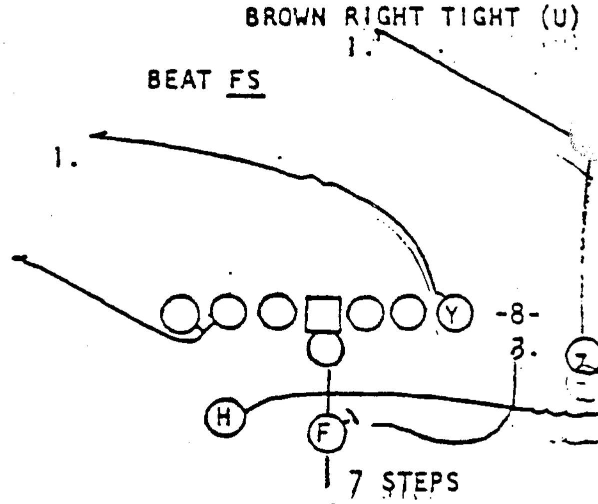


79 FLK DEEP IN

*When ONE Y IN GAME X-Z ALERT TO FLOP

BROWN RIGHT TIGHT (U) A

BEAT FS

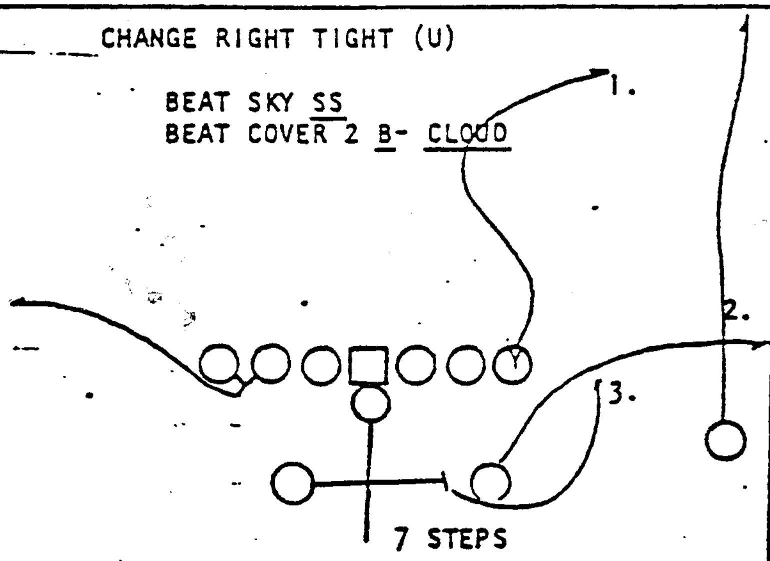


79 FLK SHORT POST

* X-Y ALERT TO FLOP

CHANGE RIGHT TIGHT (U)

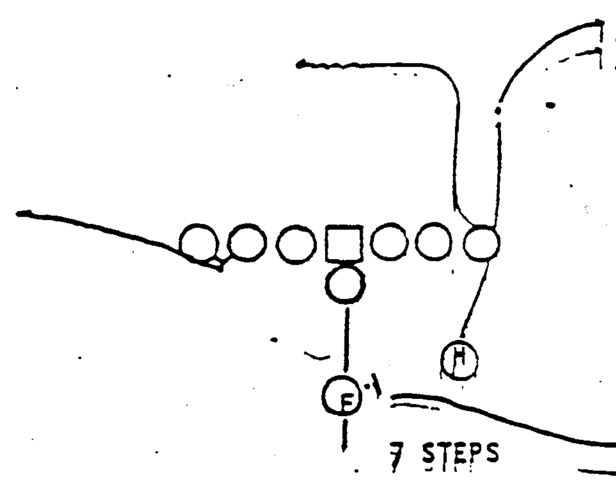
BEAT SKY SS
BEAT COVER 2 B- CLOUD



79 Y SAIL

* X-Y ALERT TO FLOP

BLUE LEFT TIGHT (U)



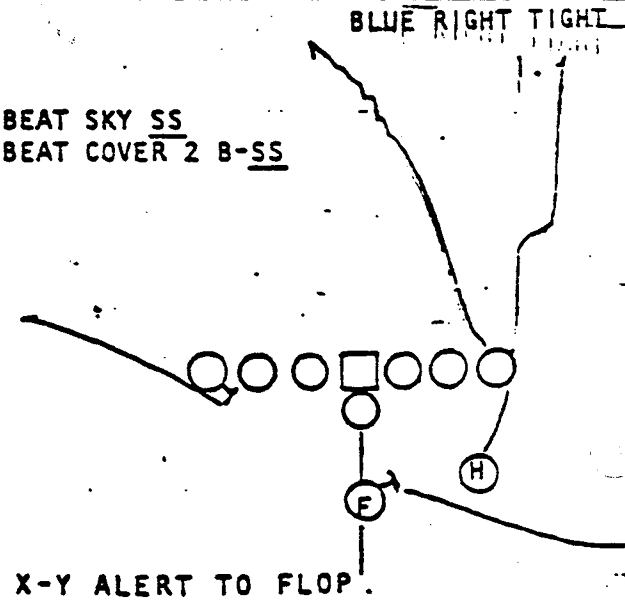
79 HB CORNER

* X-Y ALERT TO FLOP



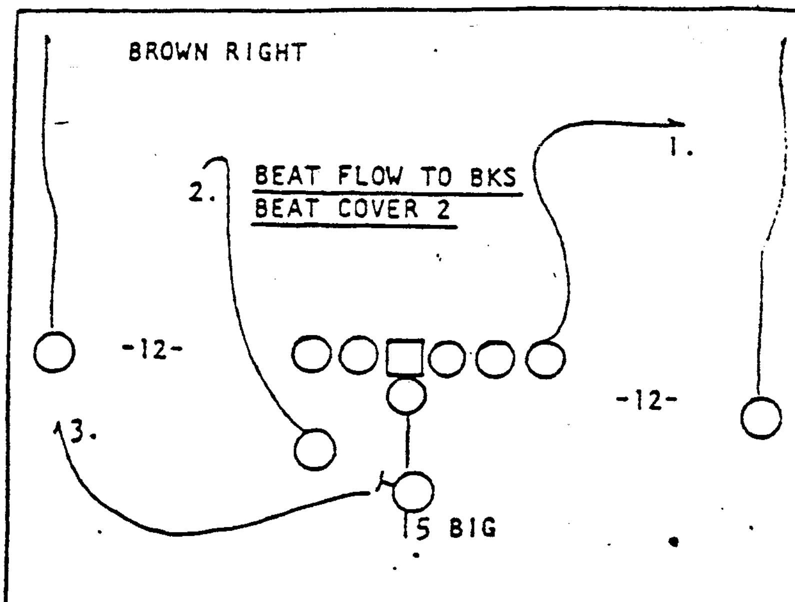
BLUE RIGHT TIGHT (

BEAT SKY SS
BEAT COVER 2 B-SS

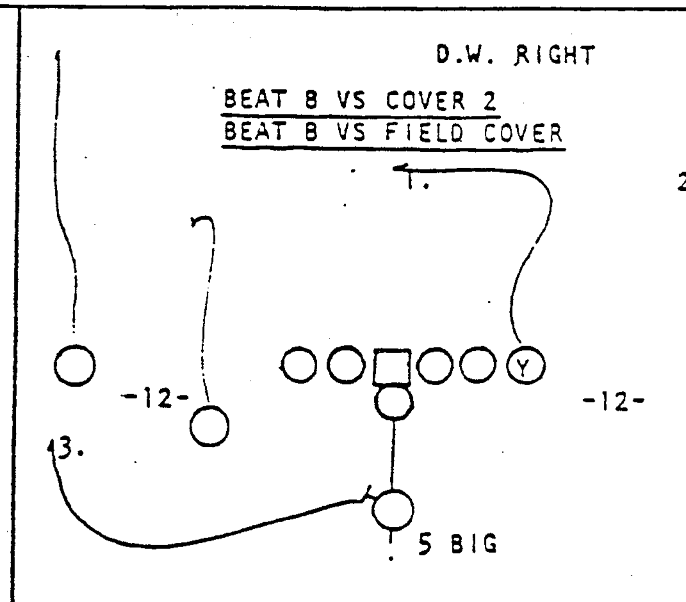


* X-Y ALERT TO FLOP.

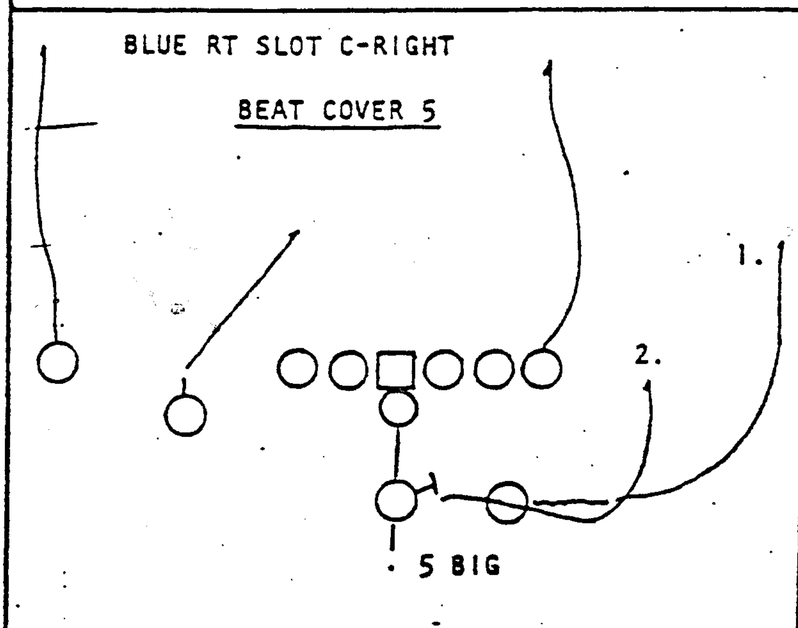
78 HB UP



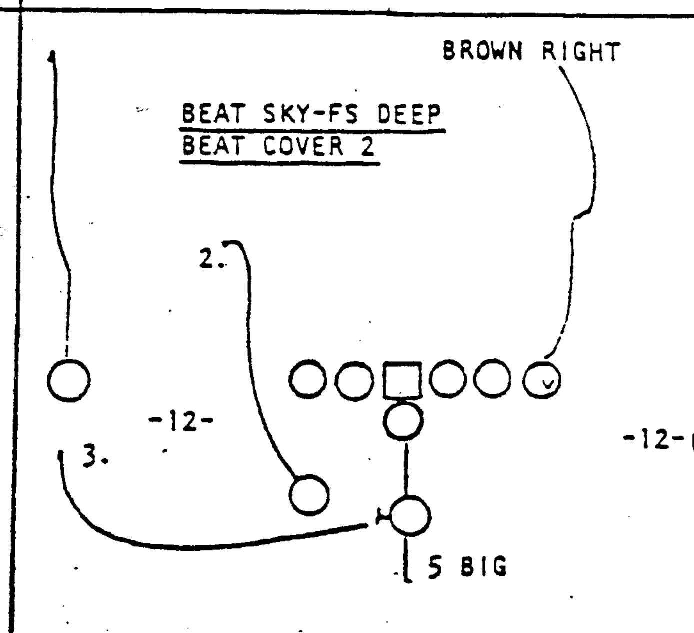
74 Y OUT



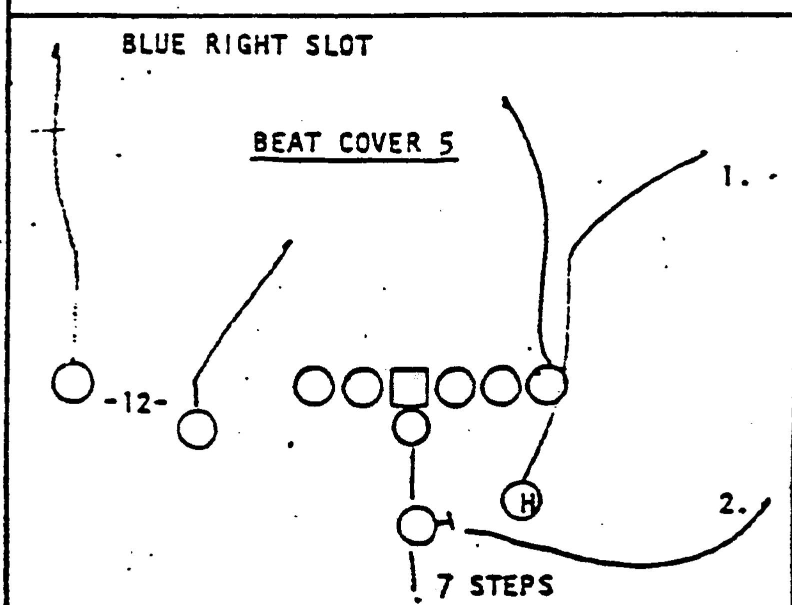
74 Y CROSS

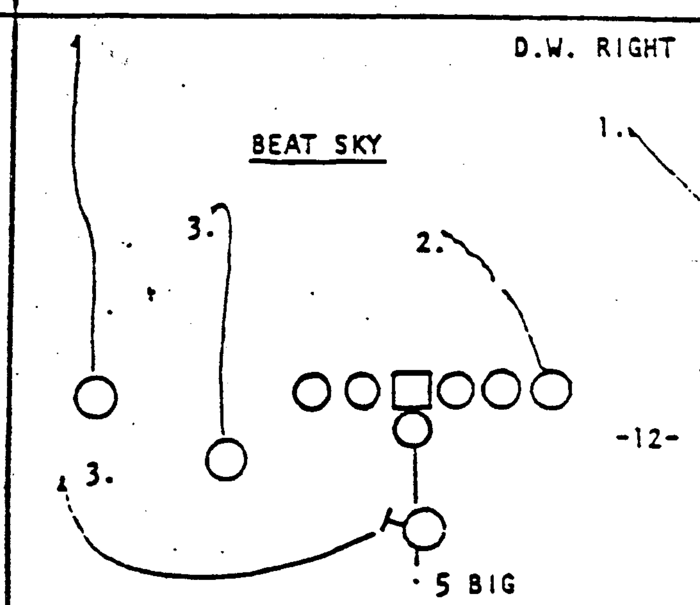


74 HB SWING



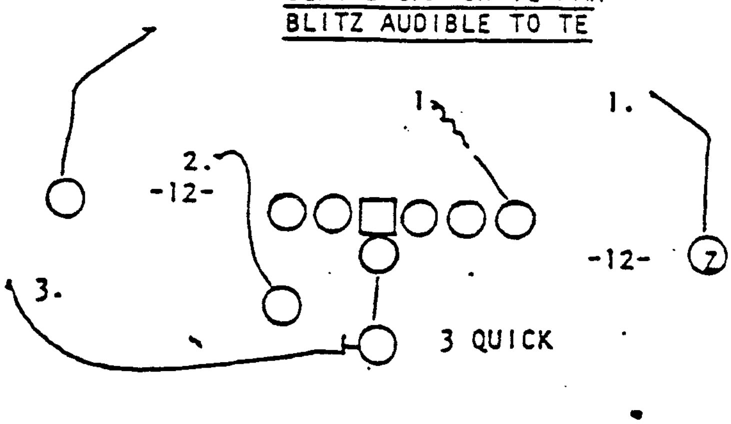
74 Y UP





BROWN RIGHT

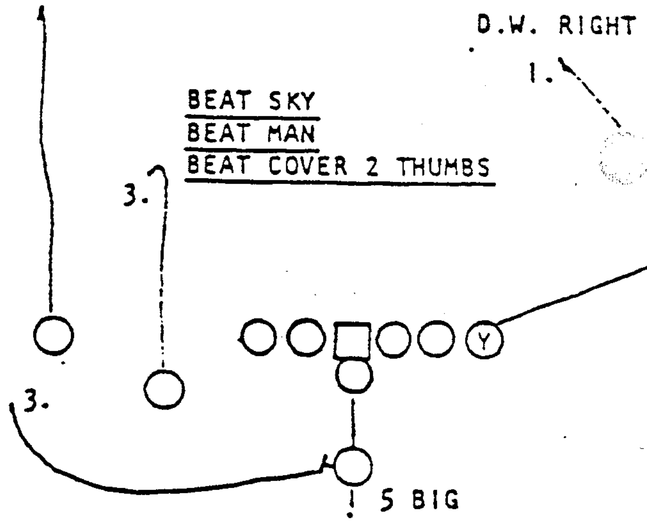
BEAT B JAM ON TE-MAN
BLITZ AUDIBLE TO TE



74 SLANT

D.W. RIGHT

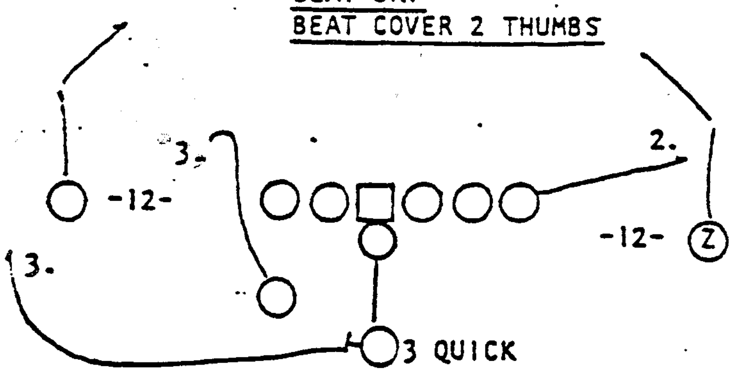
BEAT SKY
BEAT MAN
BEAT COVER 2 THUMBS

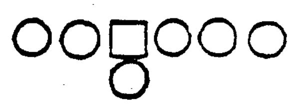


74 DRAG-POST

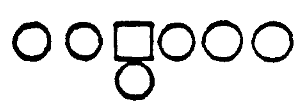
BROWN RIGHT

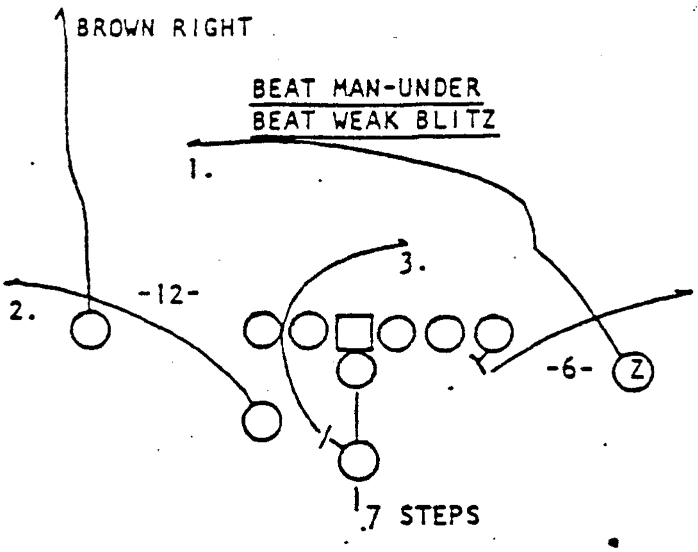
BEAT SKY
BEAT COVER 2 THUMBS



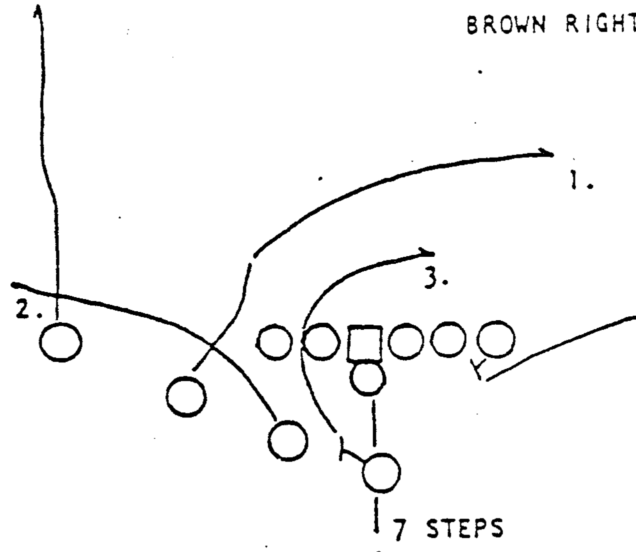




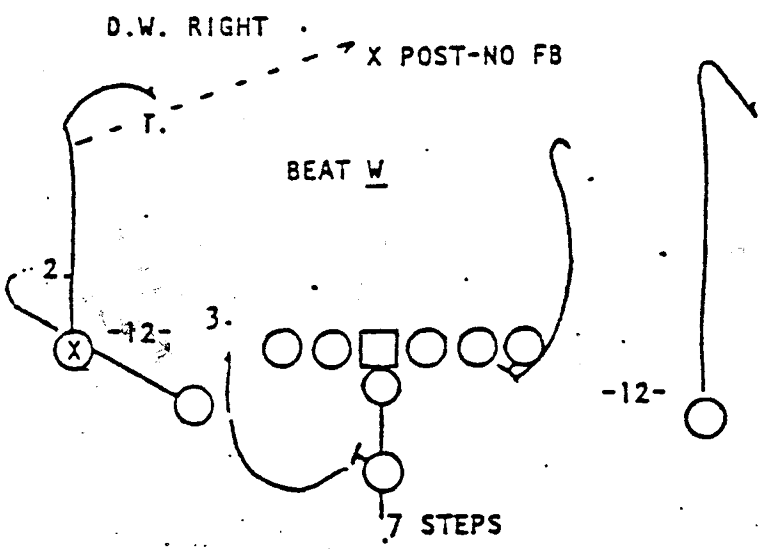




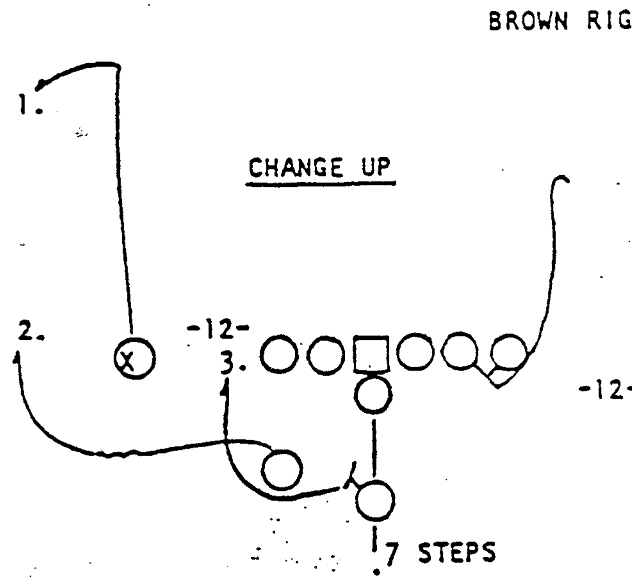
76 AUDIBLE



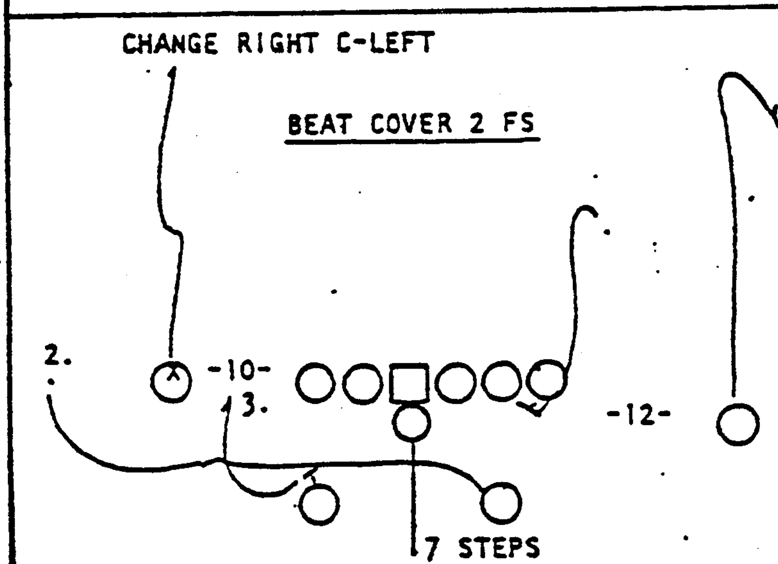
76 AUDIBLE



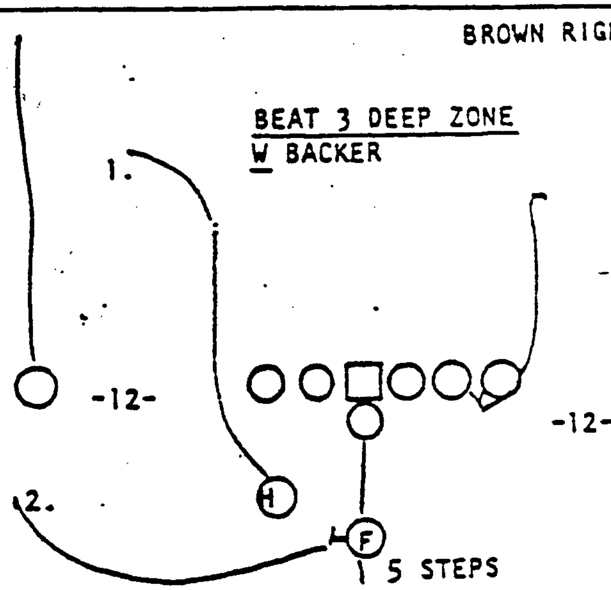
78 X HOOK



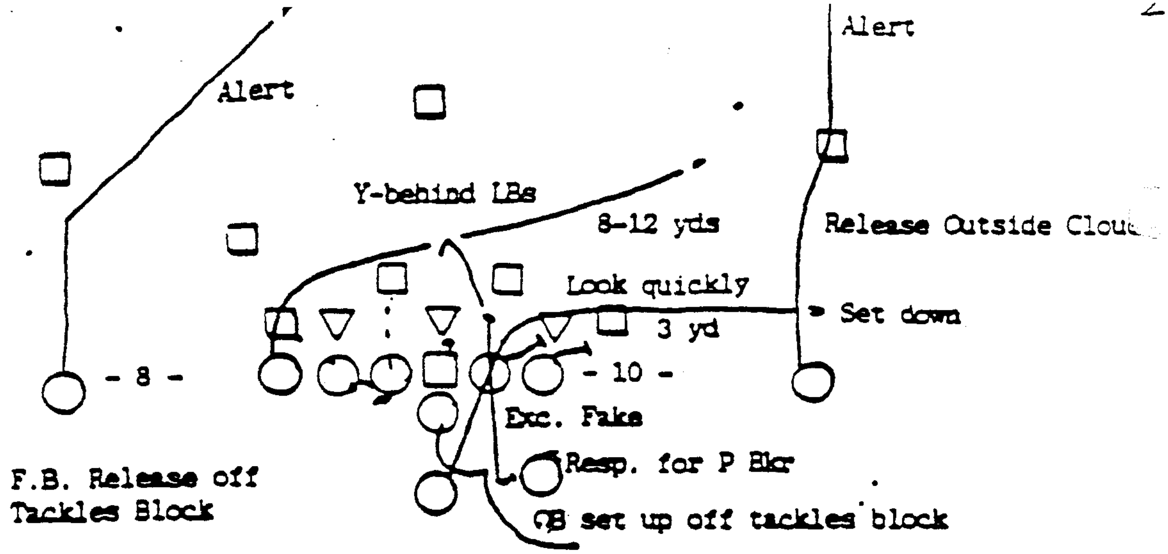
78 X COMEBACK



78 X GO

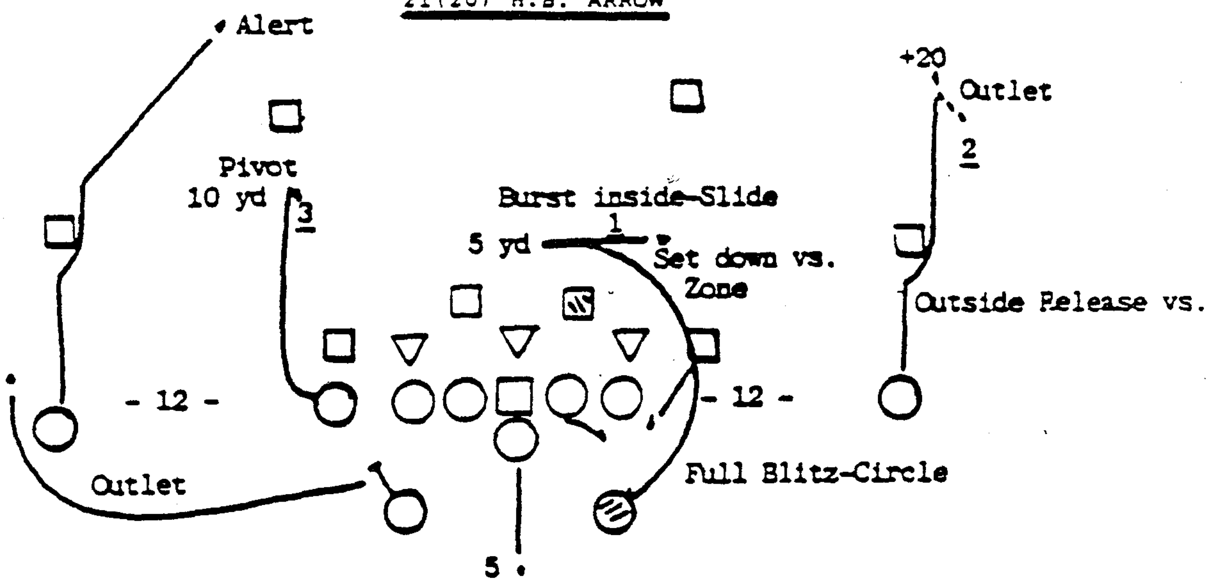


78 HB CORNER



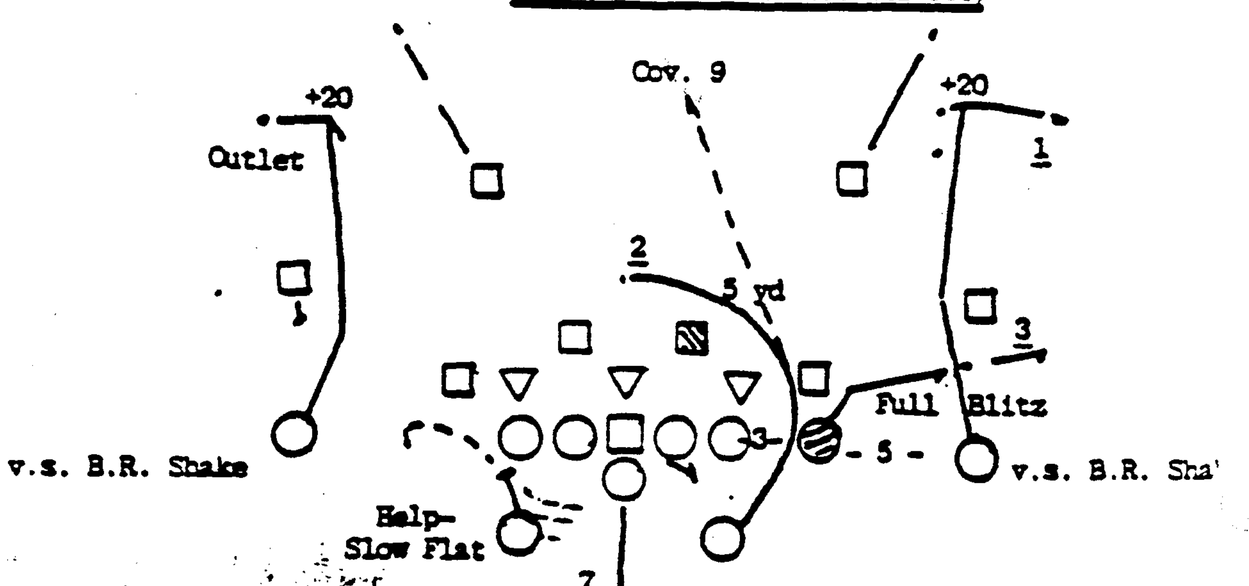
RED LEFT

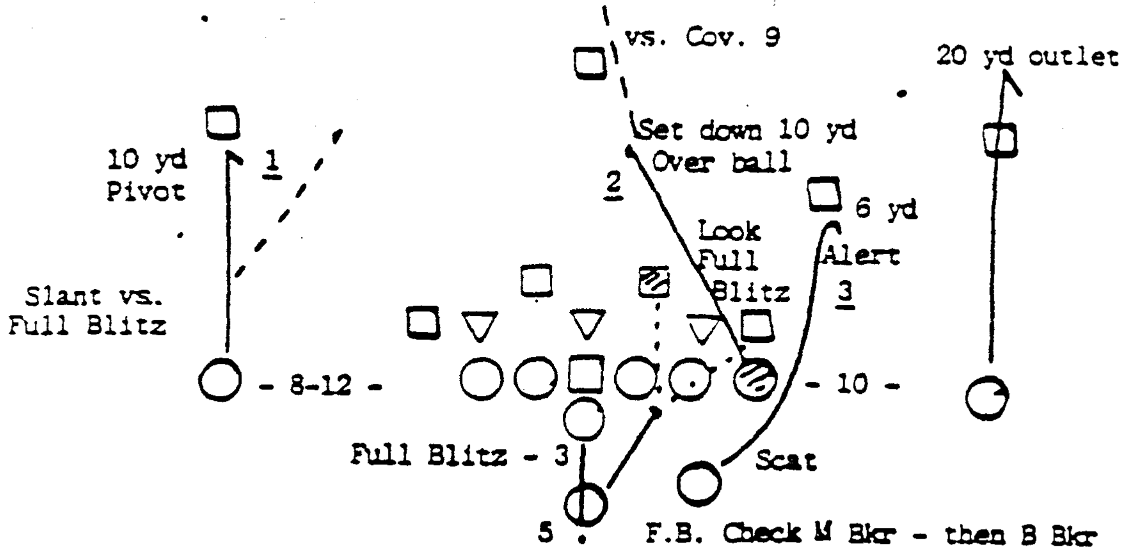
21(20) H.B. ARROW



RED RIGHT CLOSE

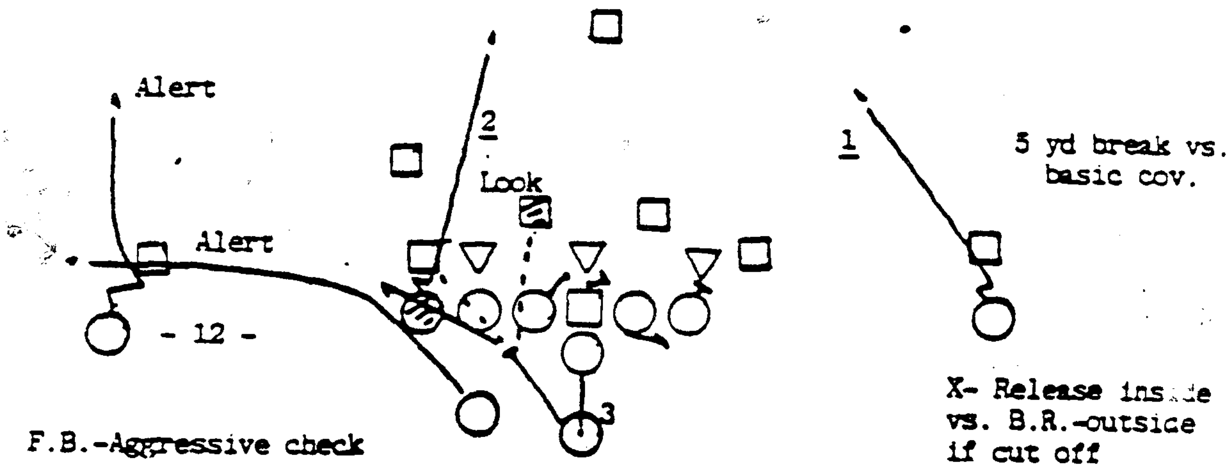
26(27) FLANKER DOG (CIRCLE OUT)





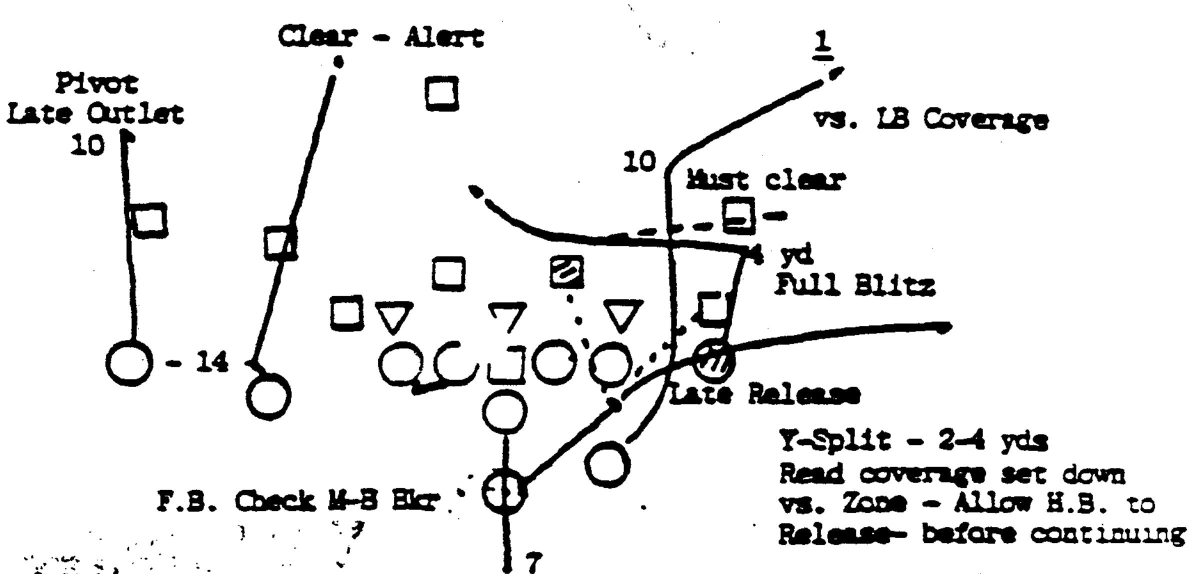
BLUE LEFT

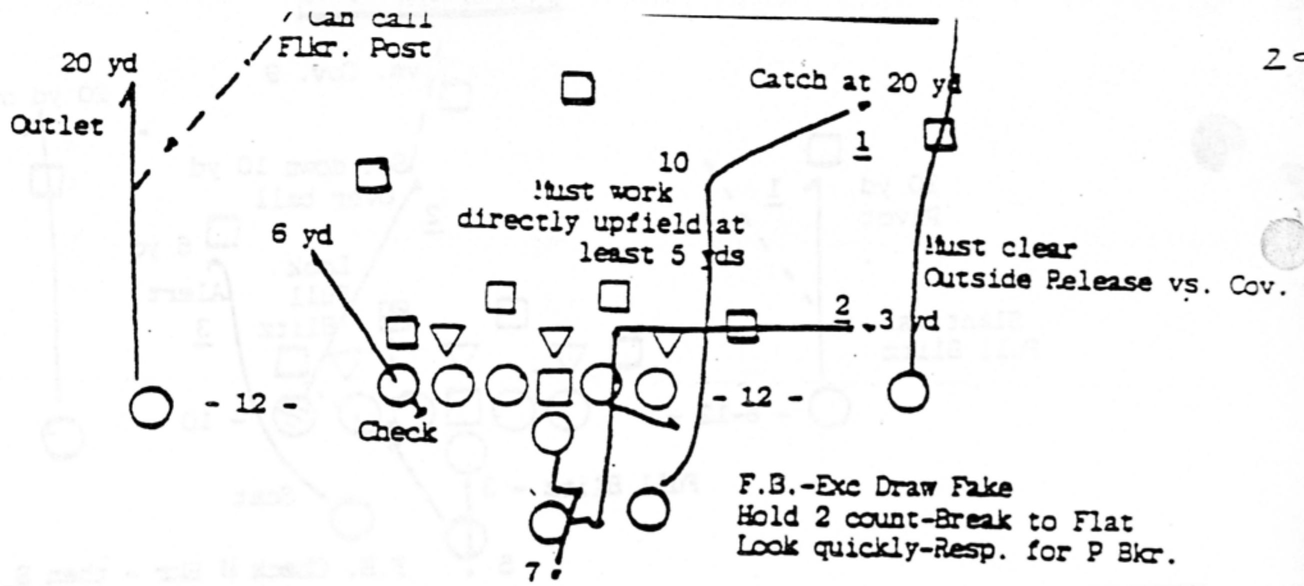
300(200) JET "X" SLANT



BLUE RIGHT SLOT

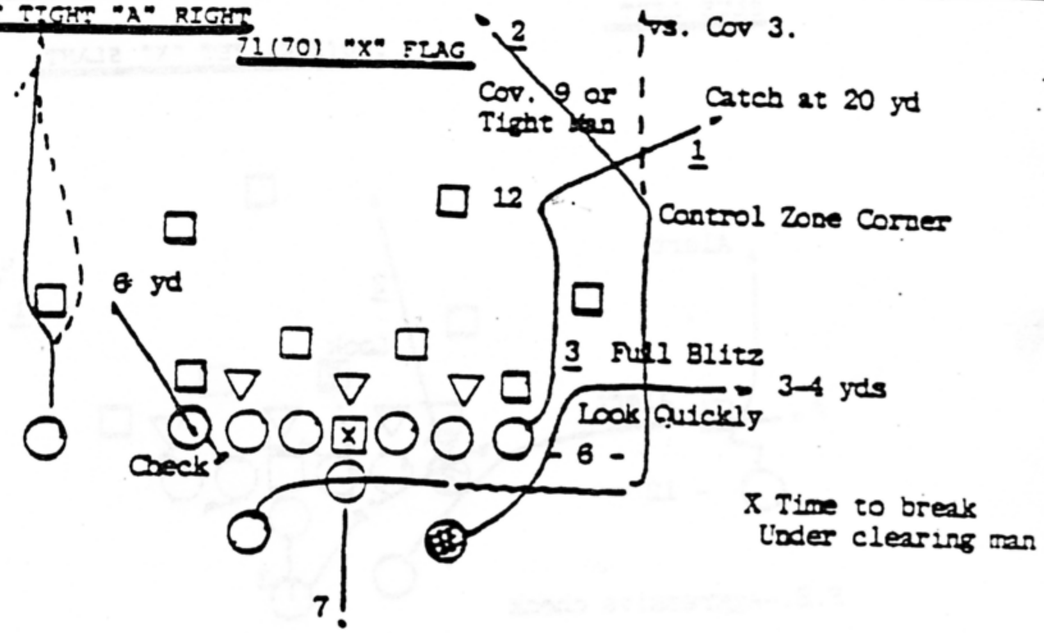
2(3) JET "Y" DELAY





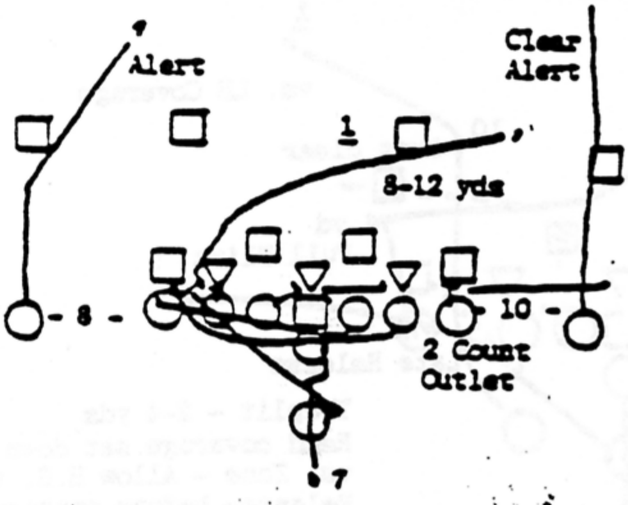
CHANGE LEFT TIGHT "A" RIGHT

71(70) "X" FLAG



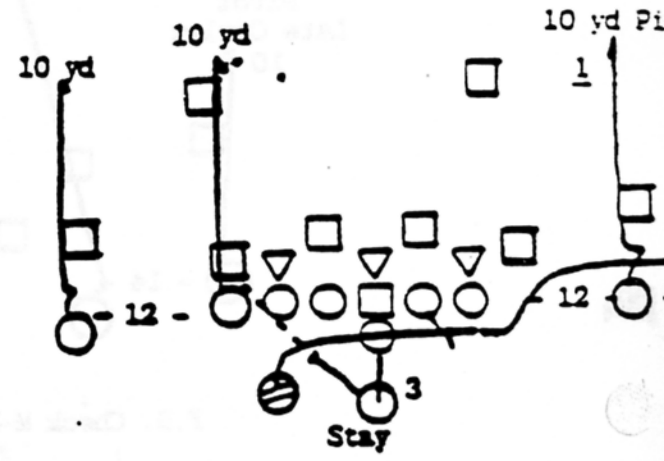
SOLO LEFT (TIGER)

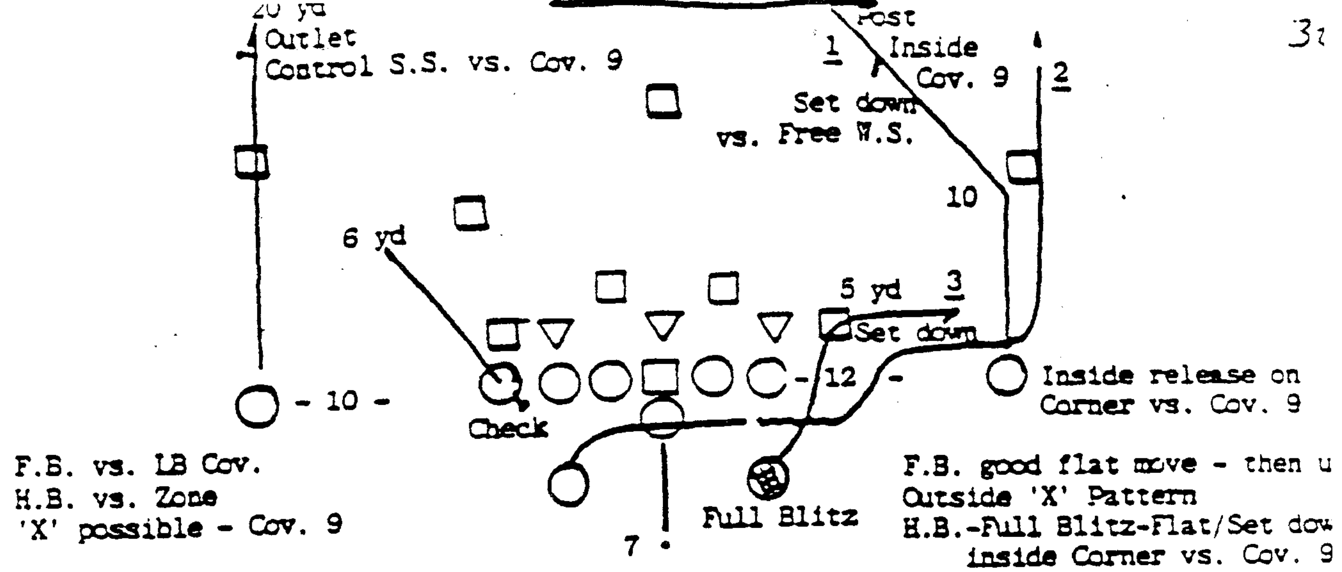
PASS 67 COUNTER "Y" OVER "Z" POST (X CLEAR)



BLUE LEFT - "A" RIGHT

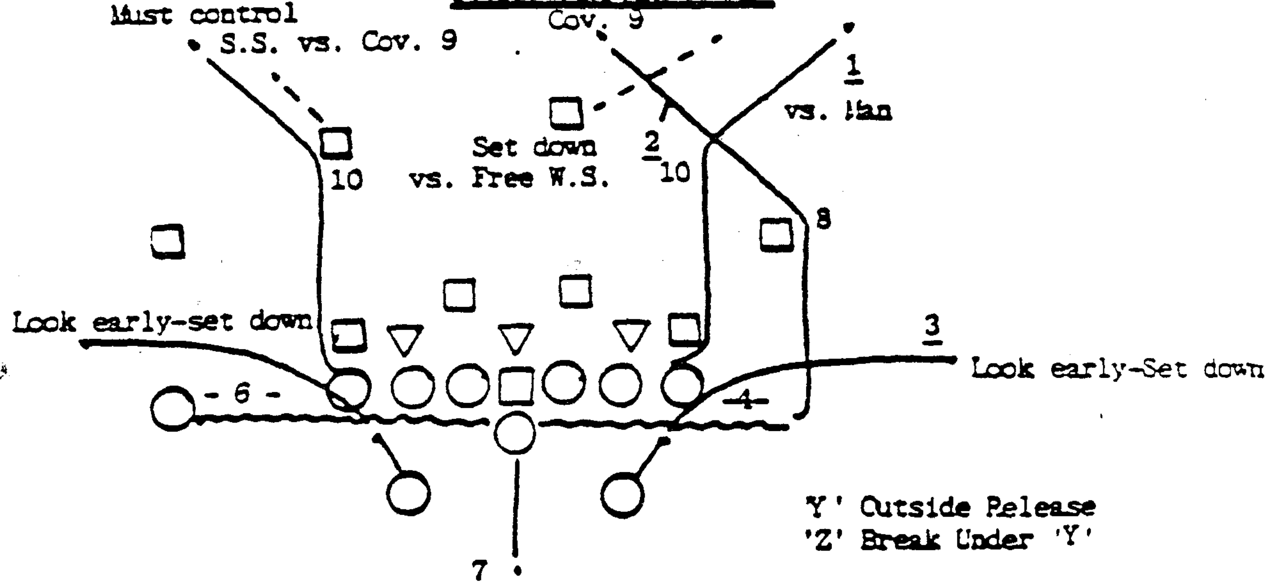
321(320) H.B. FLAT





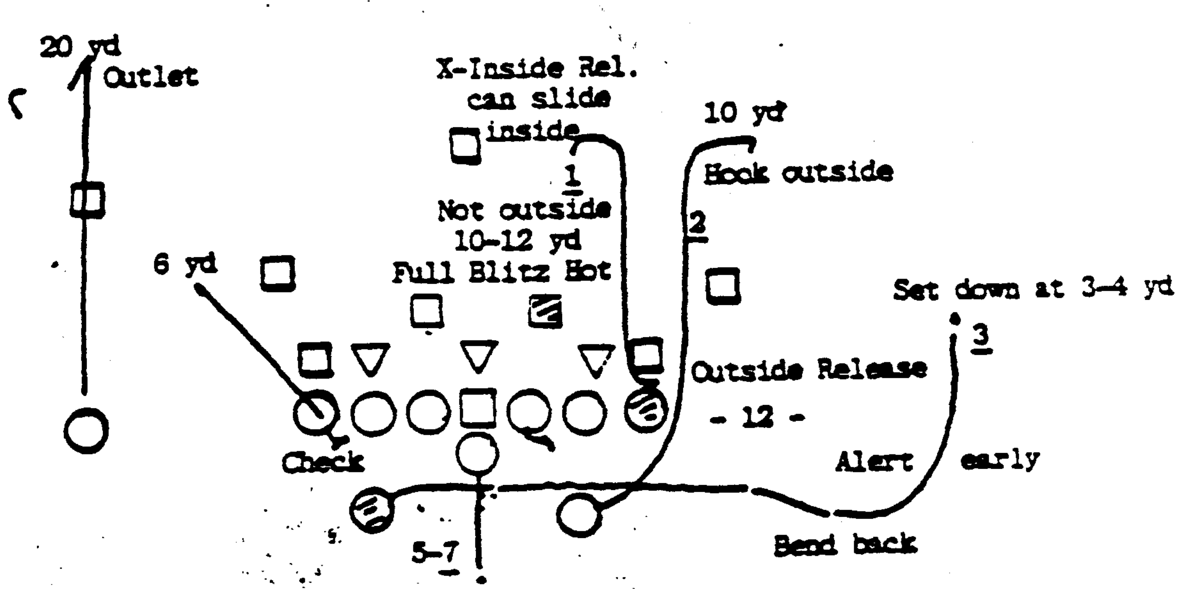
RED RIGHT TIGHT ZOOM MOTION

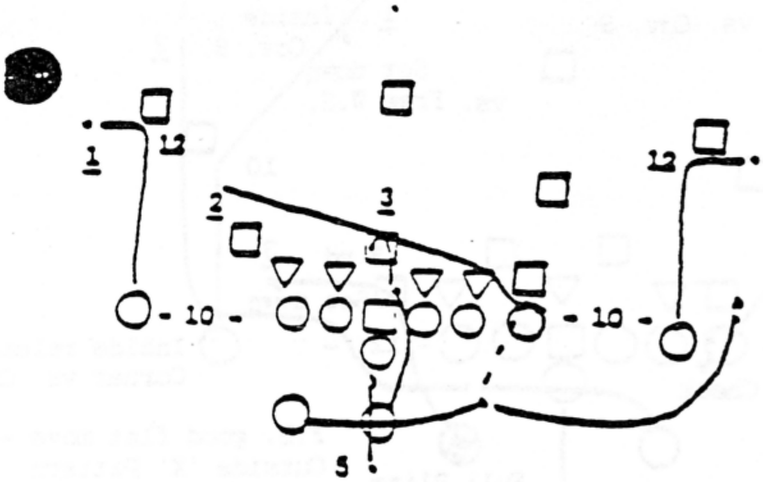
24(25) FLANKER SNAKE

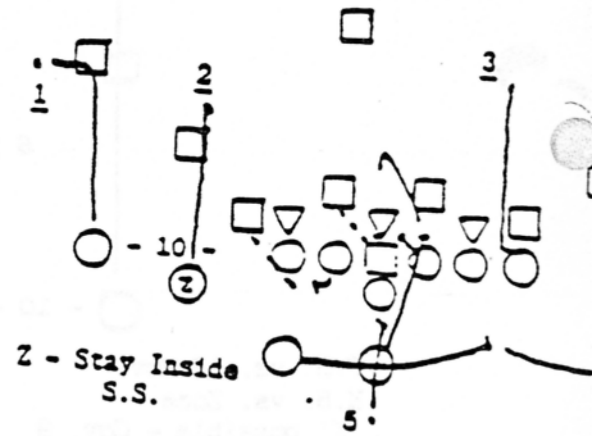


RED LEFT TIGHT "A" LEFT

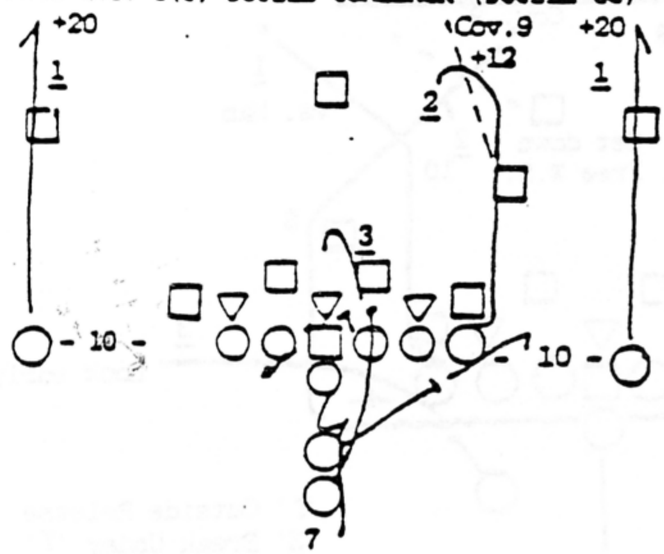
71(70) H.B. HOOK "O"



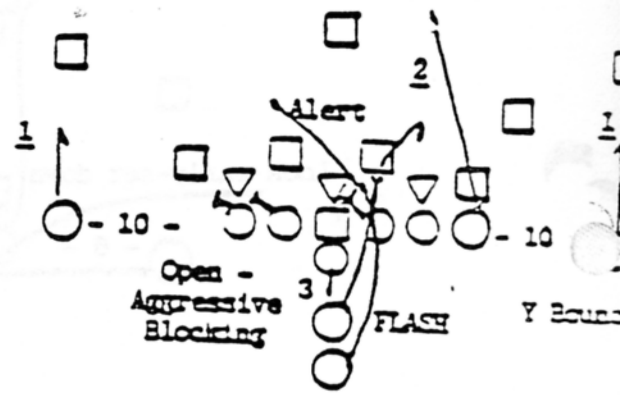




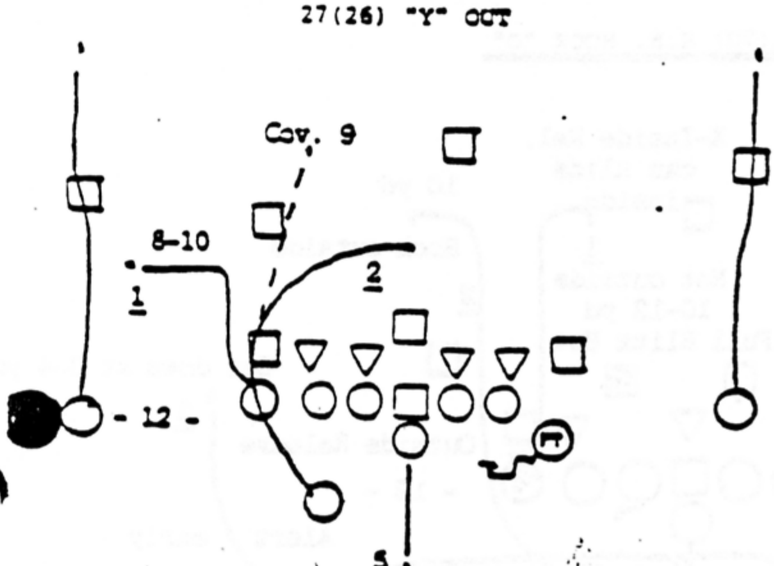
GREEN RIGHT
PASS H.B. 2(3) DOUBLE COMEBACK (DOUBLE GO)



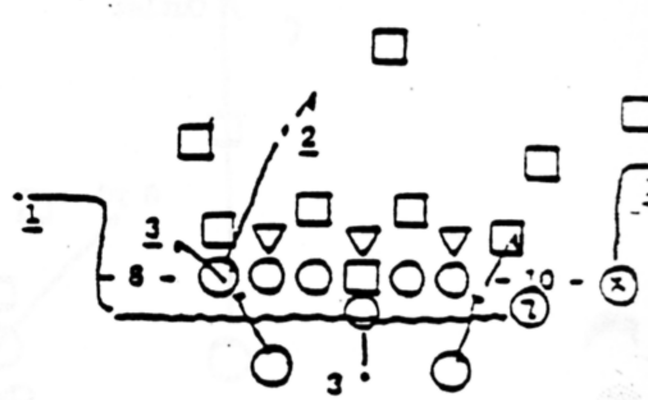
GREEN RIGHT FLASH
PASS 314 LEAD DOUBLE HITCH



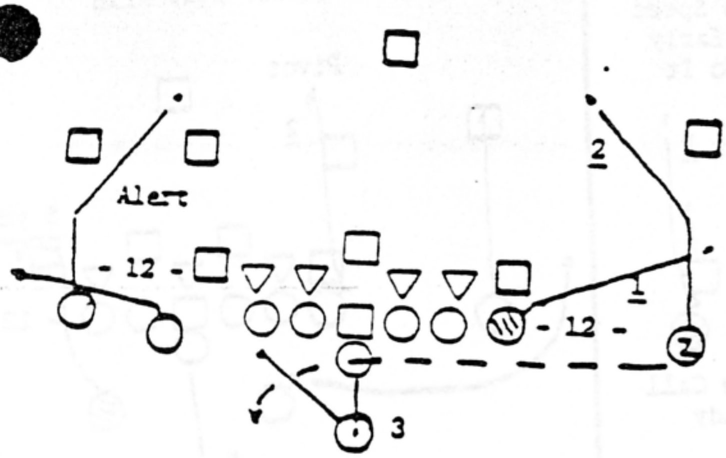
DOUBLE WING LEFT LURK
27(26) "Y" OUT



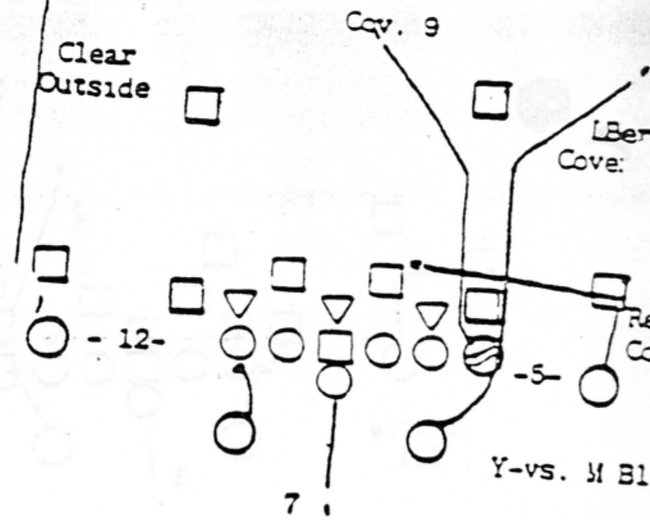
RED LEFT SLOT "Y" LEFT
325(324) DOUBLE QUICK OUT



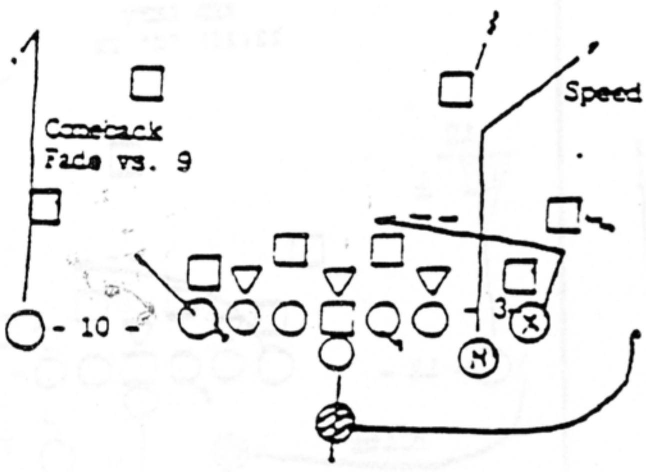
376(377) DRAG SLANT



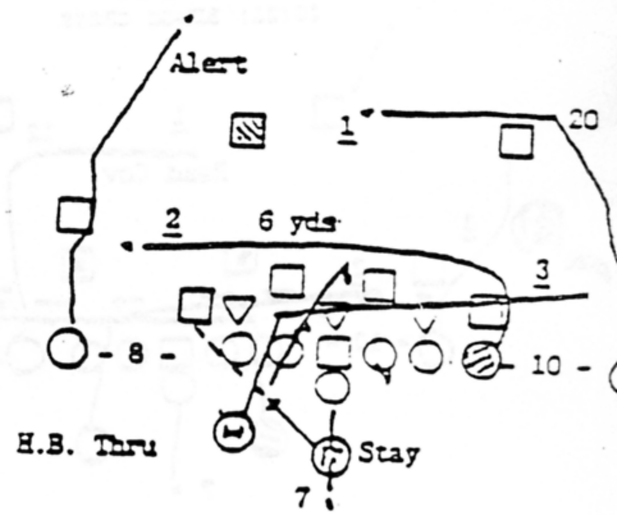
CORNER - "Z" DELAY



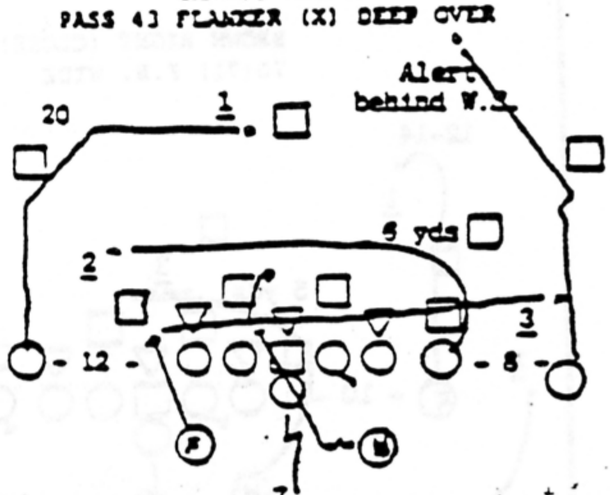
H.B. NORTH RIGHT
71(70) "X" DELAY



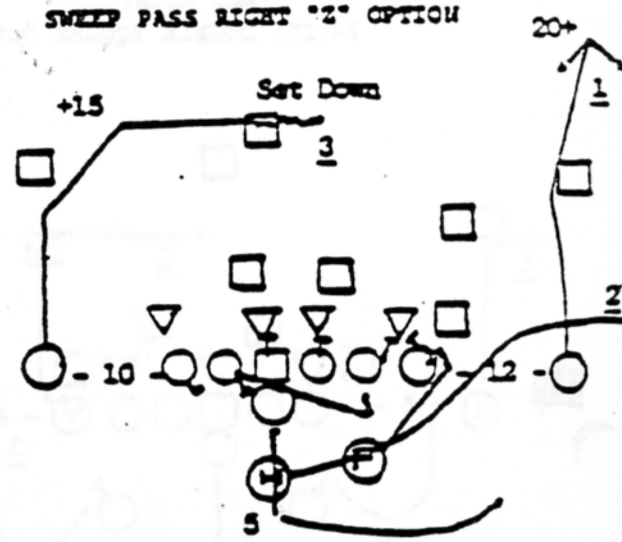
BROWN RIGHT
76(77) FLANKER DEEP OVER



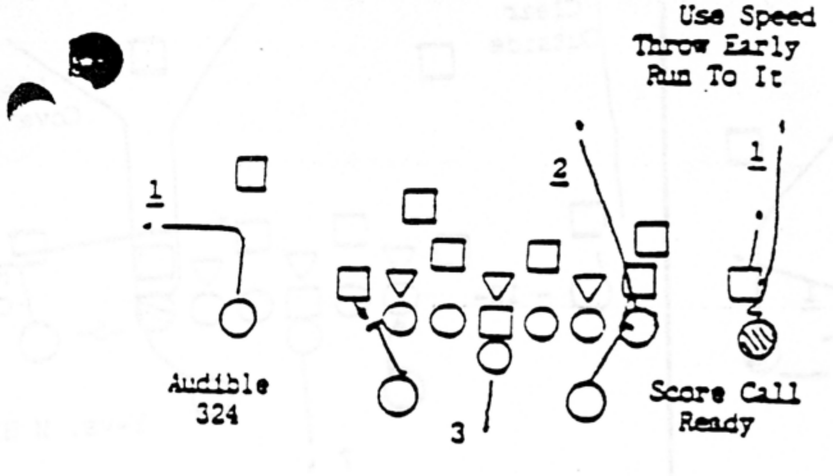
CHANGE RIGHT
PASS 43 FLANKER (X) DEEP OVER



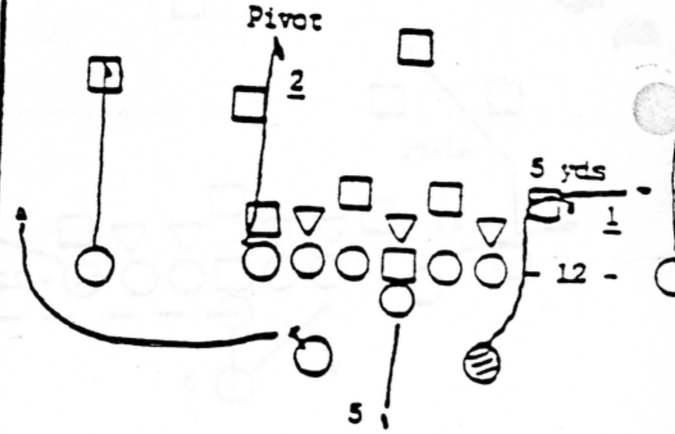
BLUE CHANGE RIGHT
SWEEP PASS RIGHT "Z" OPTION



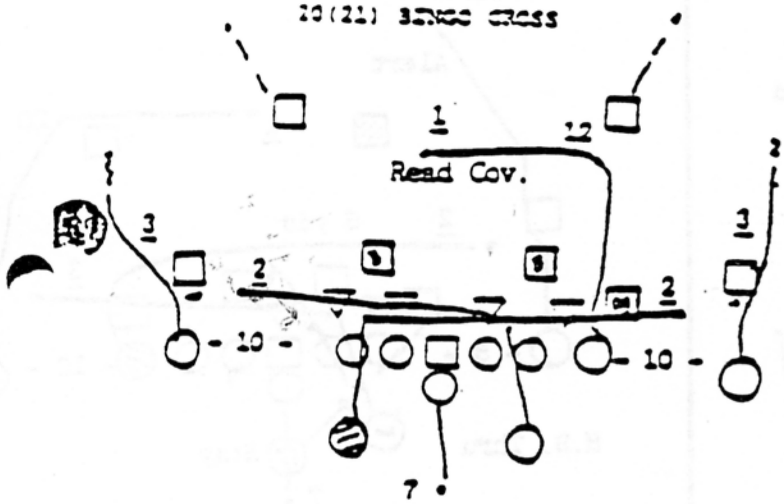
324 DOUBLE QUICK OUT



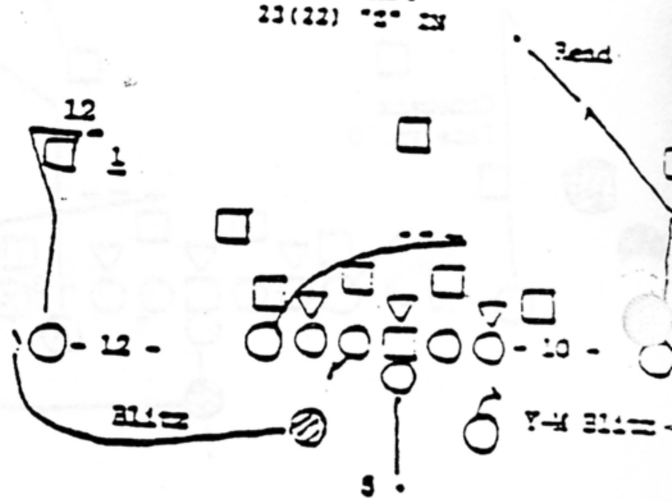
RED LEFT
21(20) H.B. READ



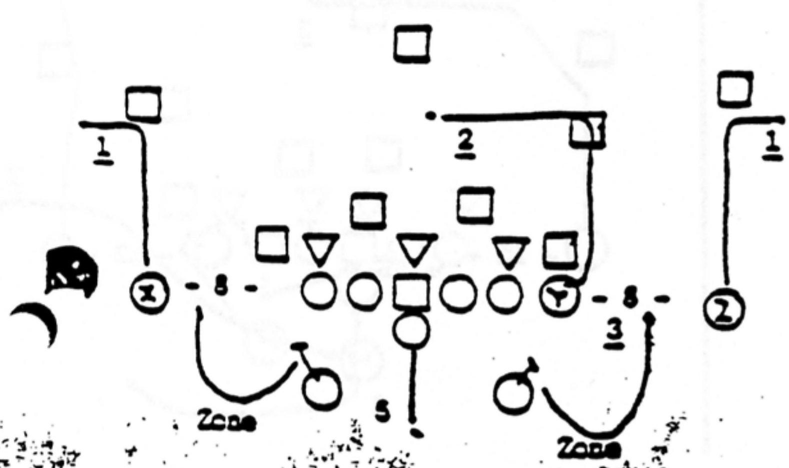
RED RIGHT
20(21) BINGO CROSS



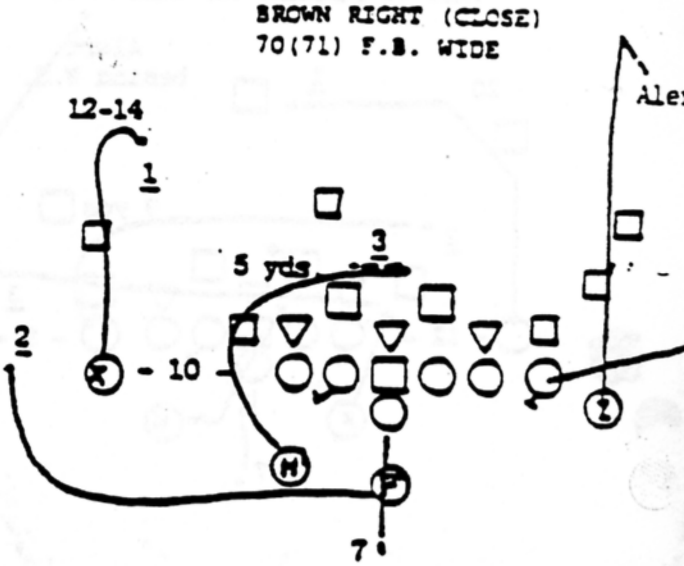
RED LEFT
23(22) "Z" IN

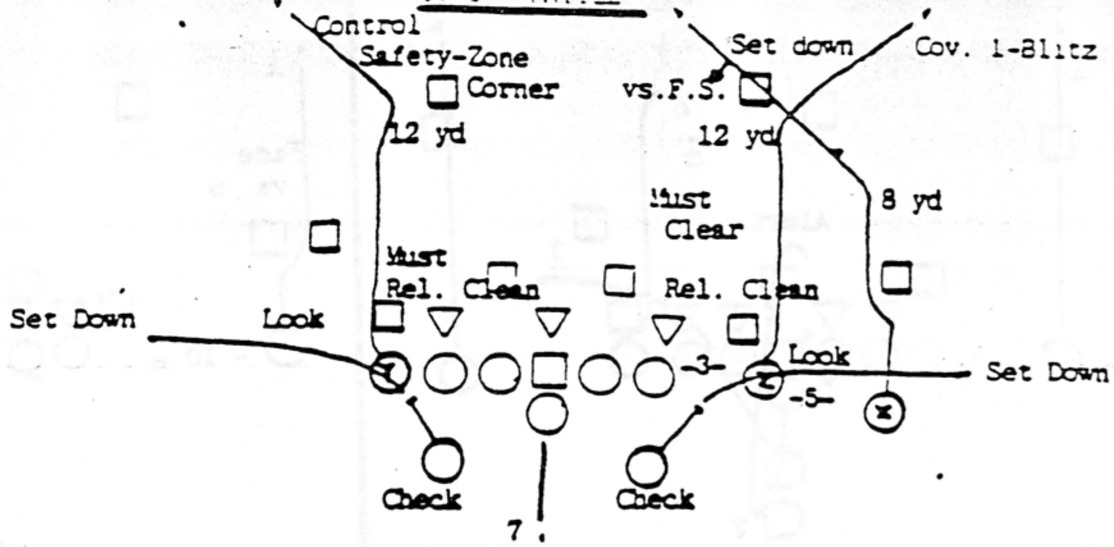


RED RIGHT
24(25) DOUBLE SQUARE OUT



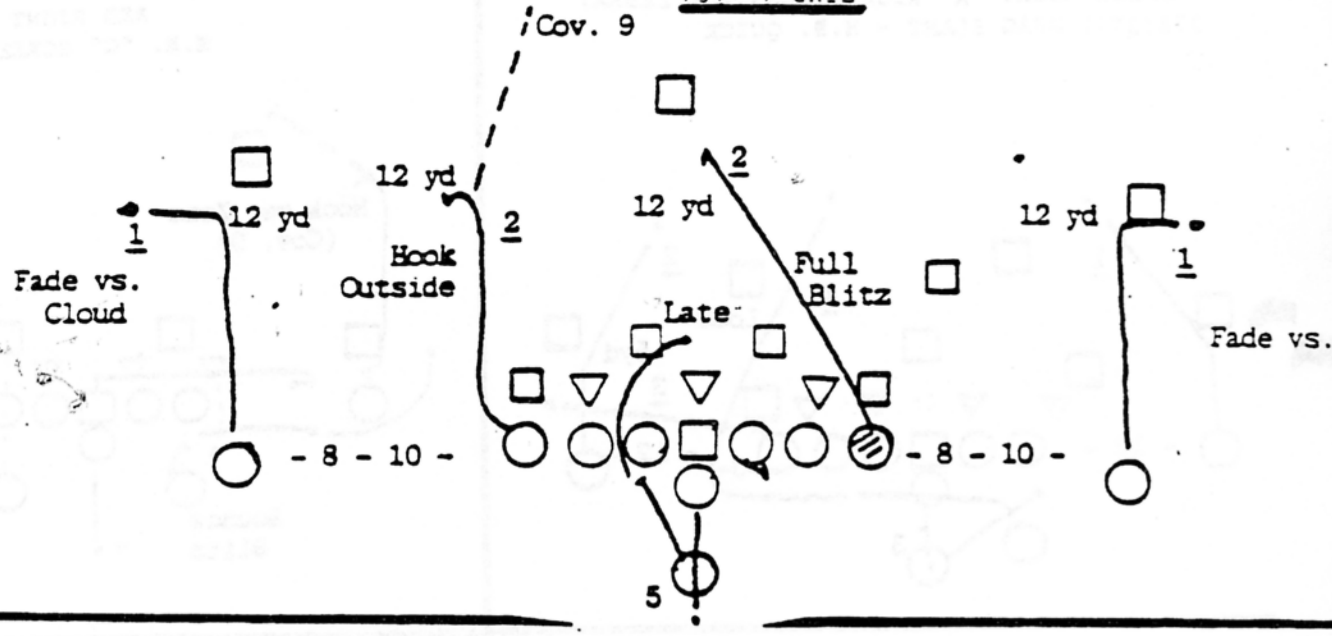
BROWN RIGHT (CLOSE)
70(71) F.B. WIDE

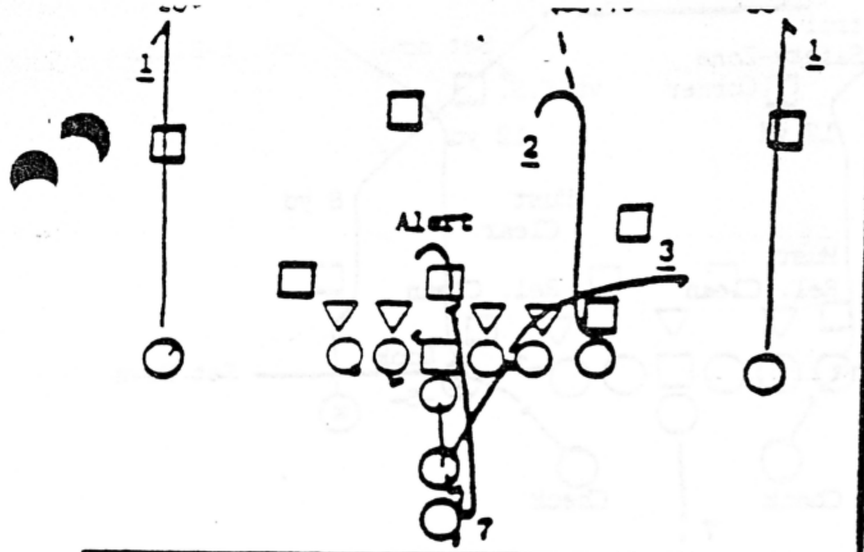


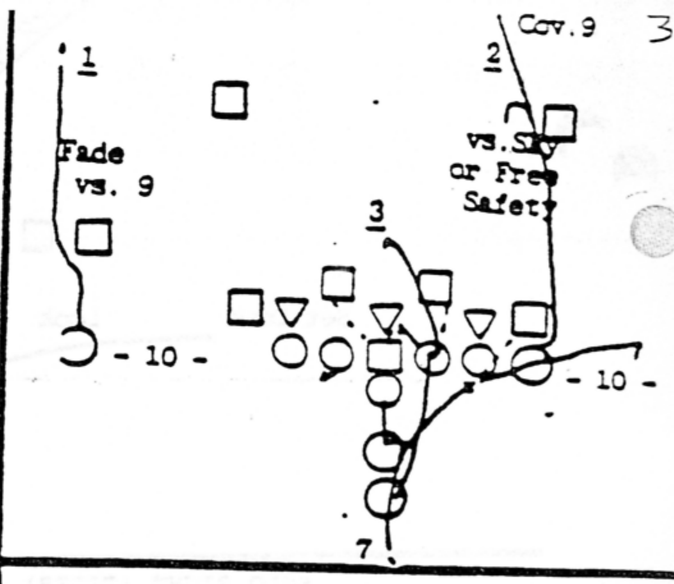


SOLO RIGHT (TIGER)

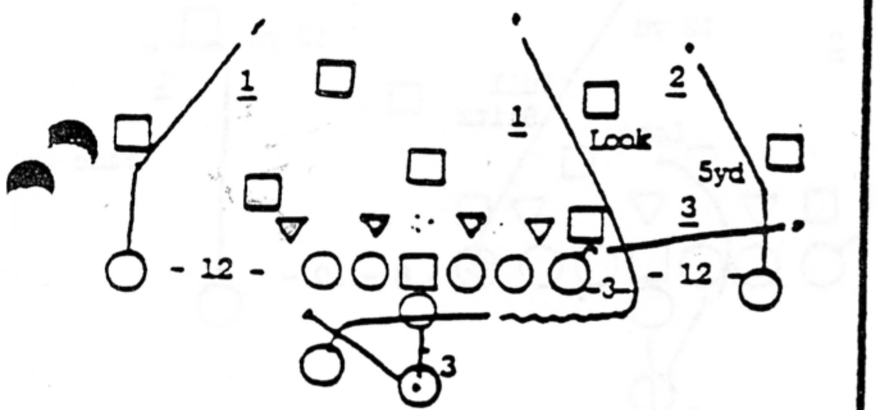
76(77) CKIE



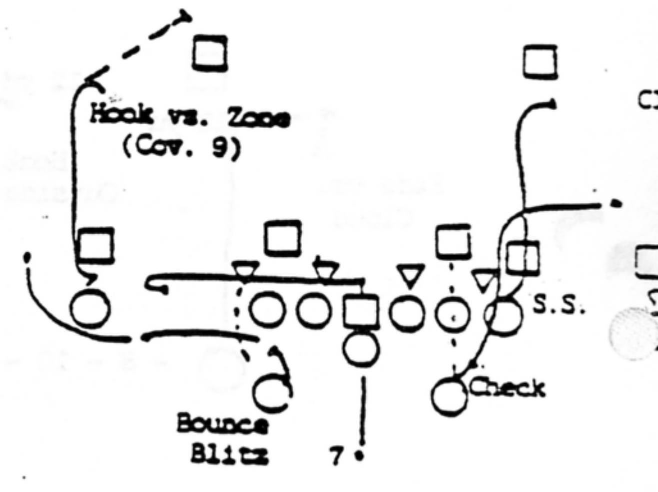




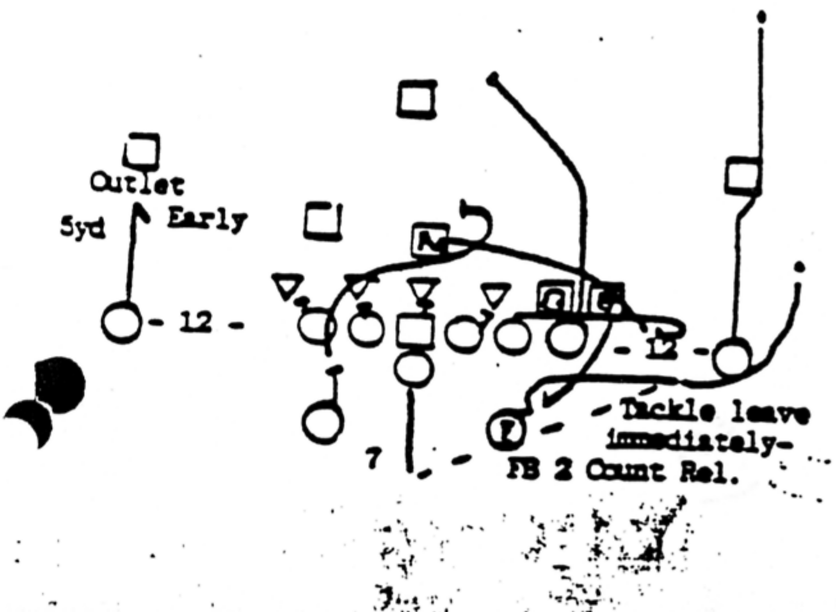
BROWN RIGHT "A" RIGHT (POSSIBLE ZEBRA)
376(377) DRAG SLANT - H.B. QUICK



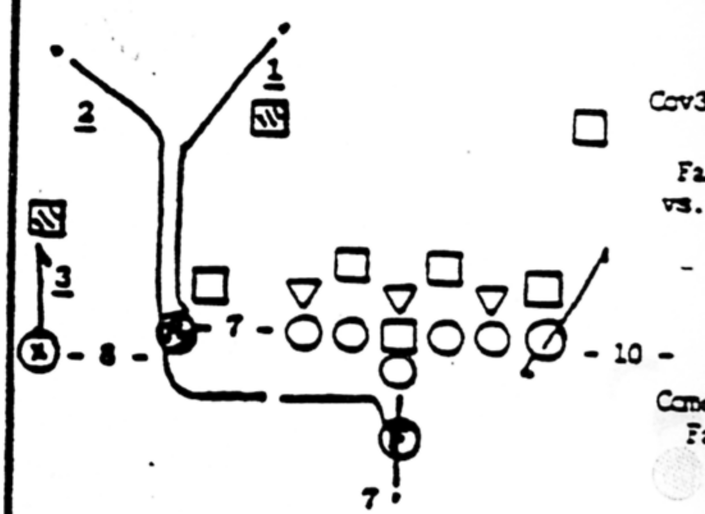
RED RIGHT
H.B. "G" SCREEN LEFT



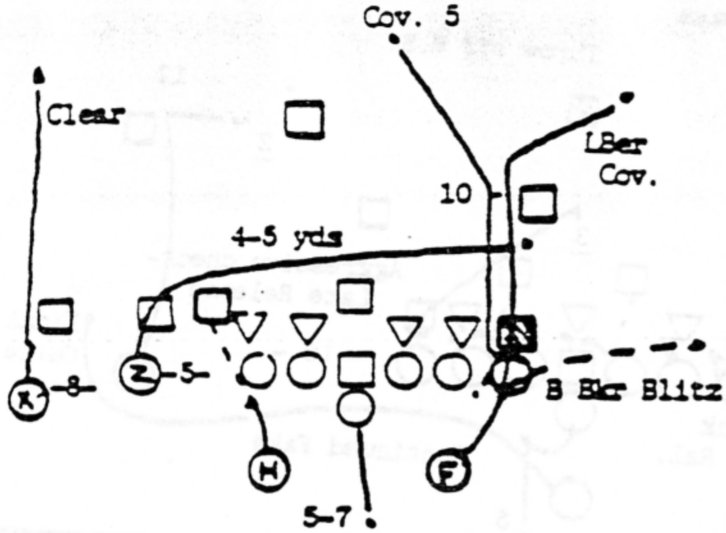
RED RIGHT
F.B. "G" SCREEN RIGHT



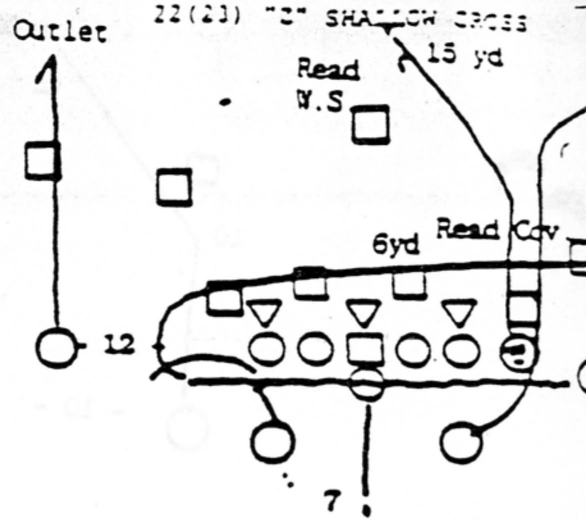
DOUBLE WING RIGHT (ZEBRA)
70(71) H.B. (ZEBRA) POST F.B. CORNER



22(23) "Z" SHALLOW CROSS

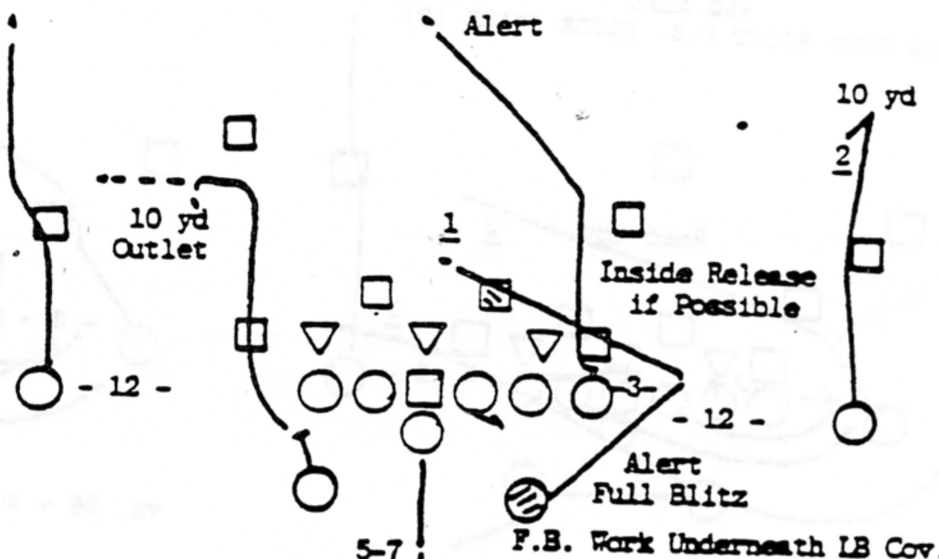


RED RIGHT "F" LEFT
22(23) "Z" SHALLOW CROSS



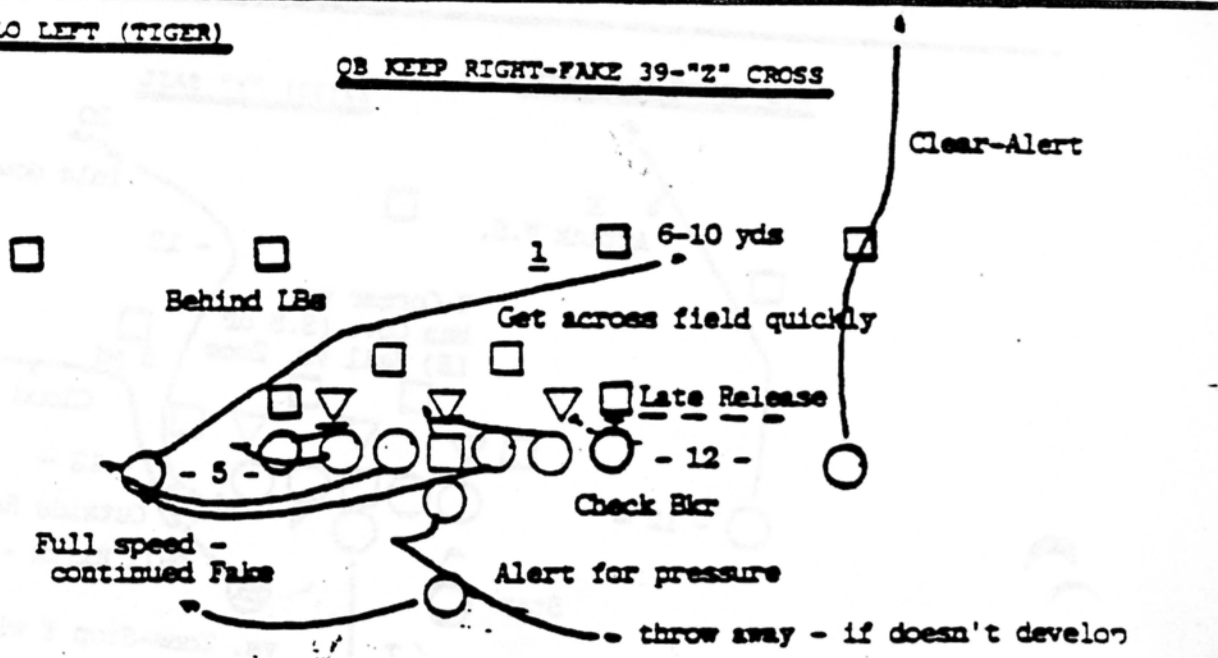
RED RIGHT

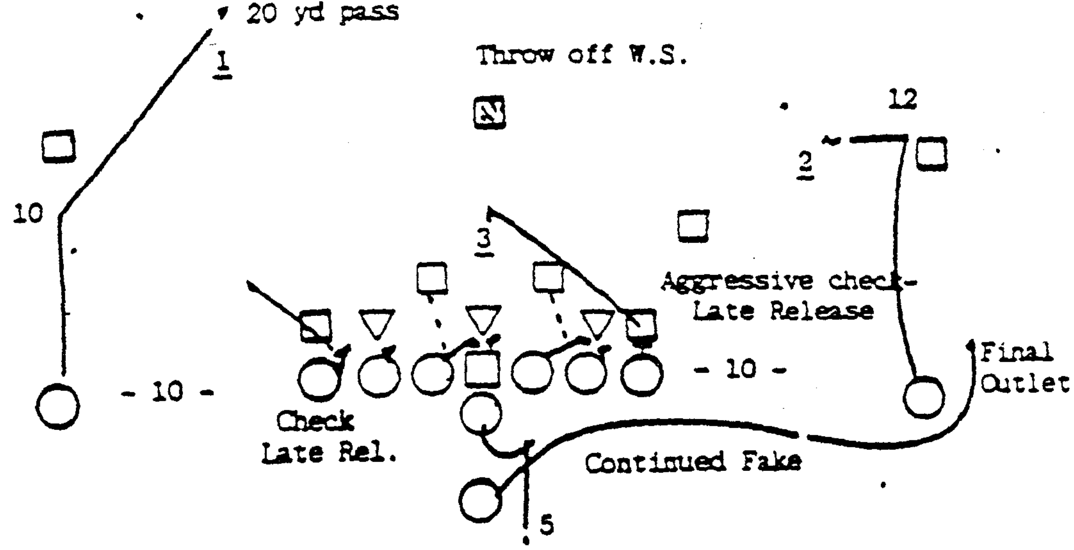
22(23) F.B. CURL



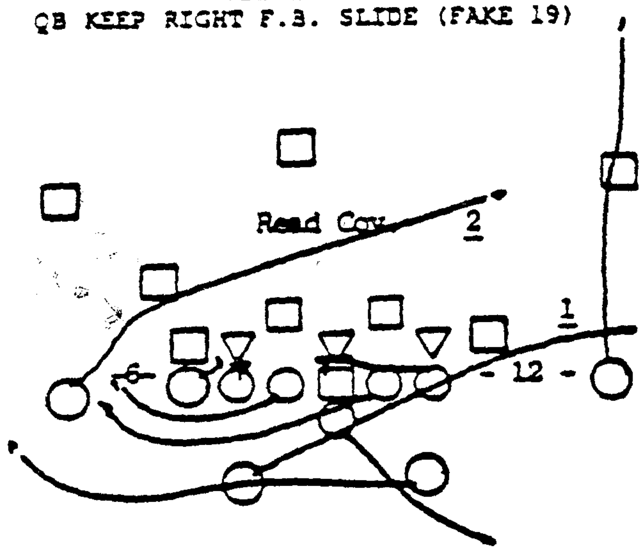
SOLO LEFT (TIGER)

QB KEEP RIGHT-FAKE 39-"Z" CROSS

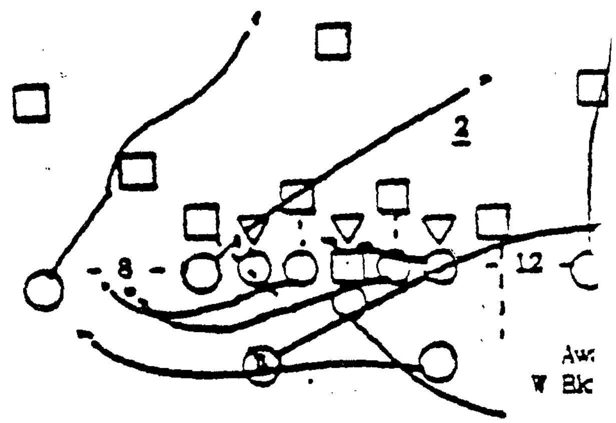




RED LEFT
QB KEEP RIGHT F.B. SLIDE (FAKE 19)



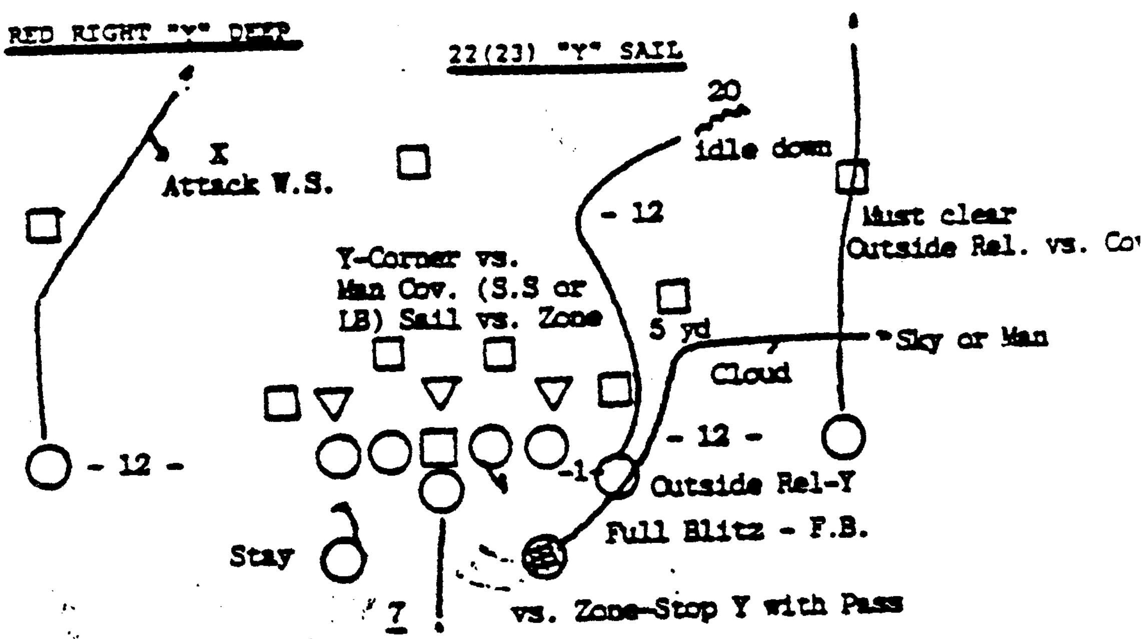
RED LEFT
QB KEEP RIGHT F.B. SLIDE

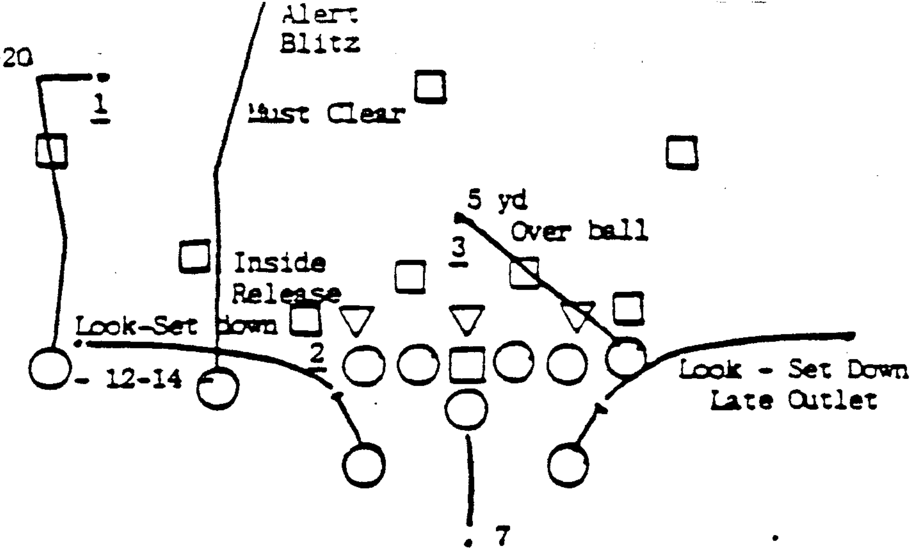


vs. 56 - Audible 23

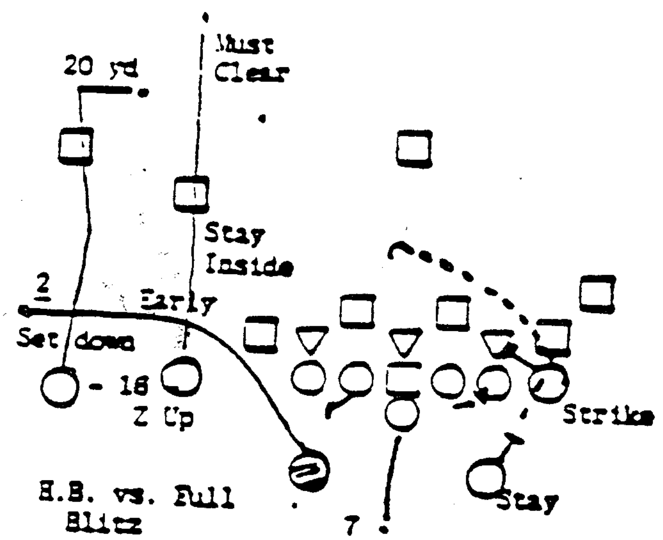
RED RIGHT "Y" DEEP

22(23) "Y" SAIL

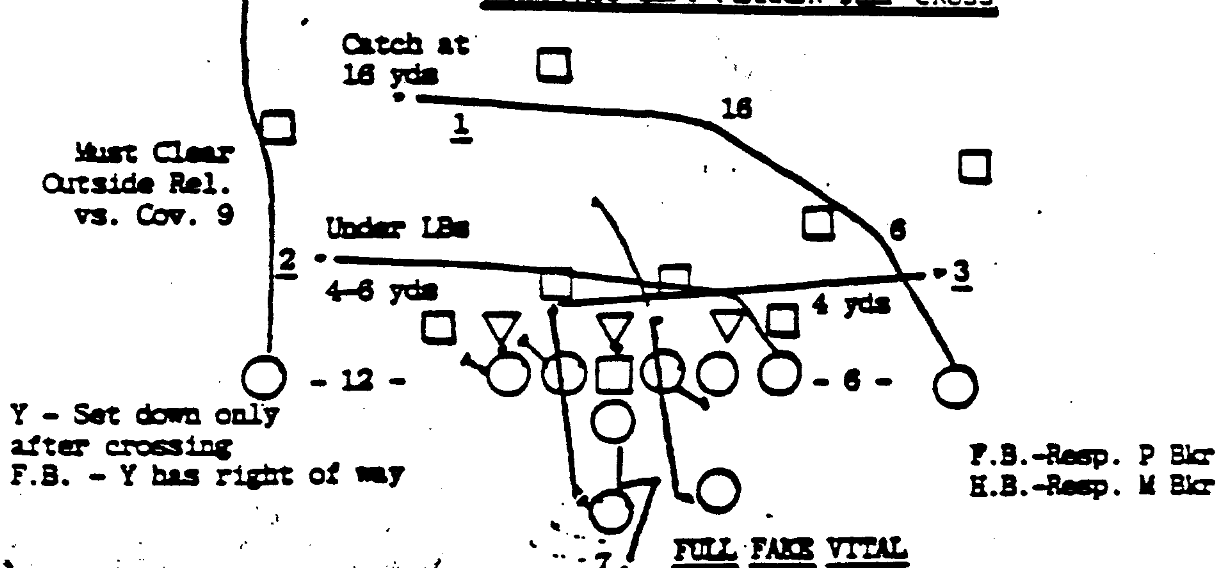


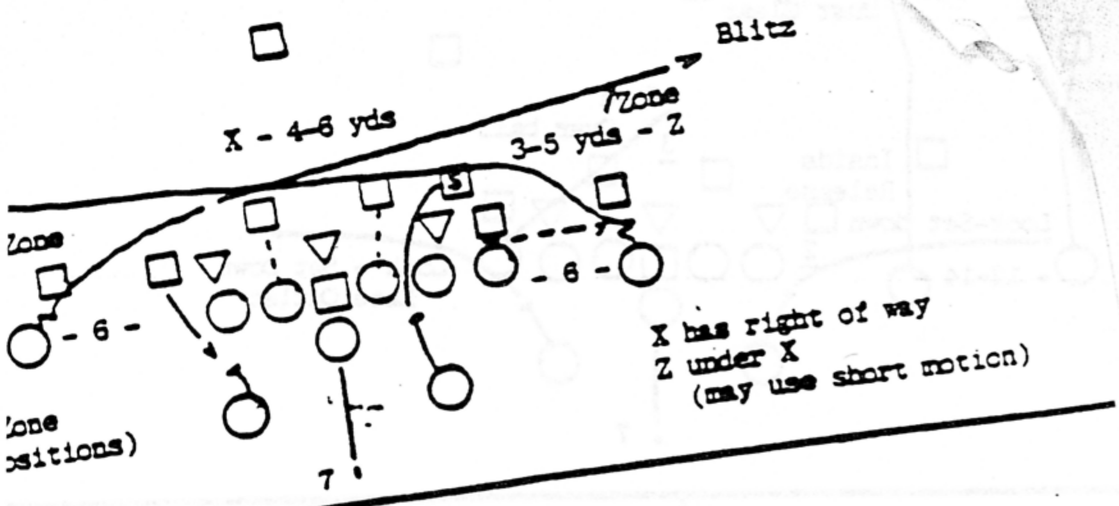


RED RIGHT SLOT/RED ZOOM SHORT
20(21) (24-25) (STAY) "X" DIG

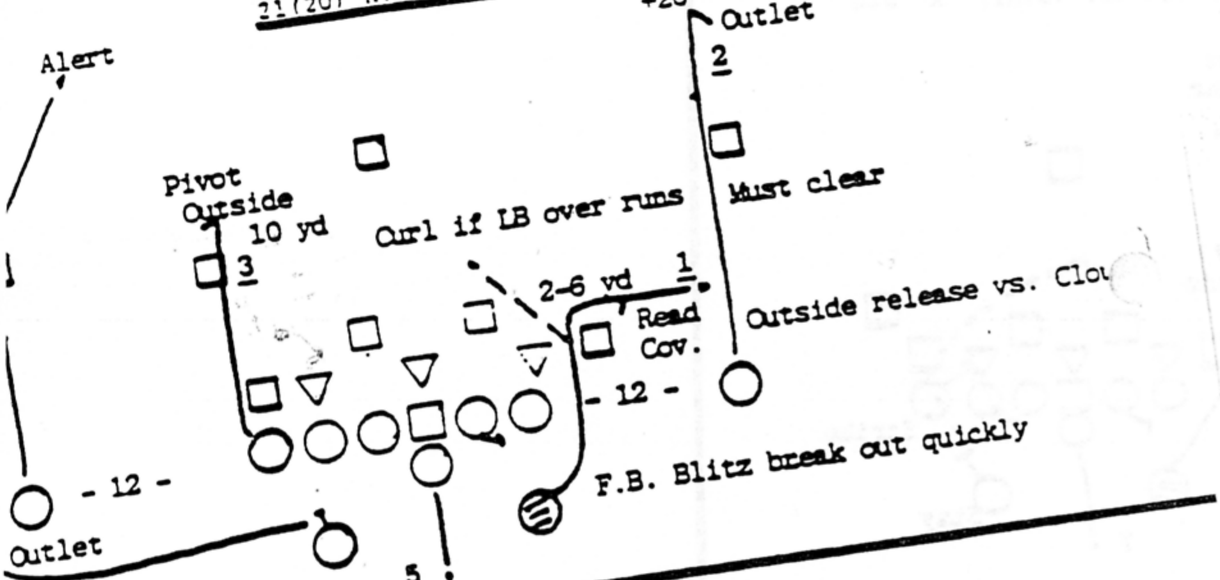


BLUE RIGHT CLOSE
DRAW PASS LEFT FLANKER DEEP CROSS

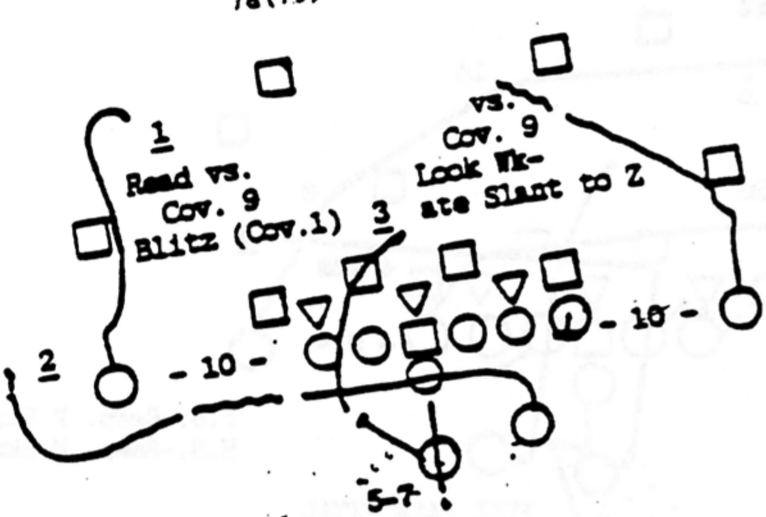


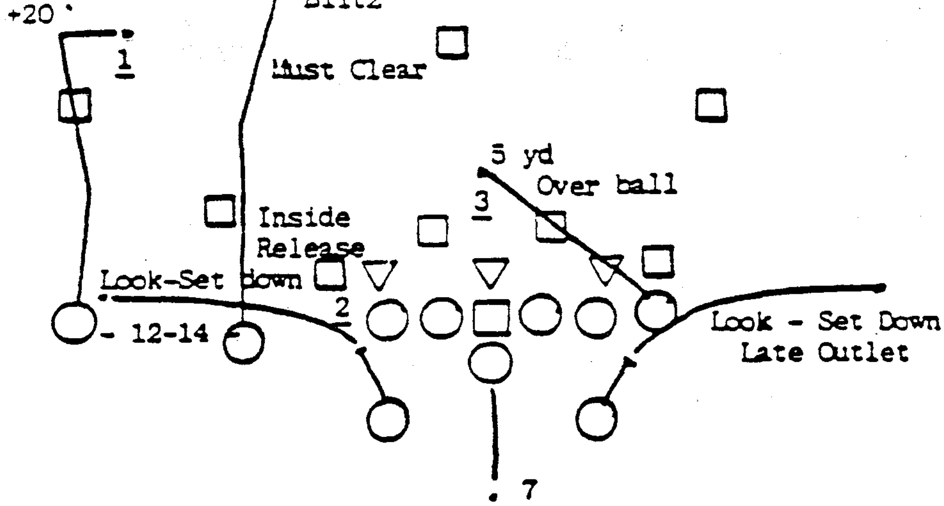


21(20) H.B. READ

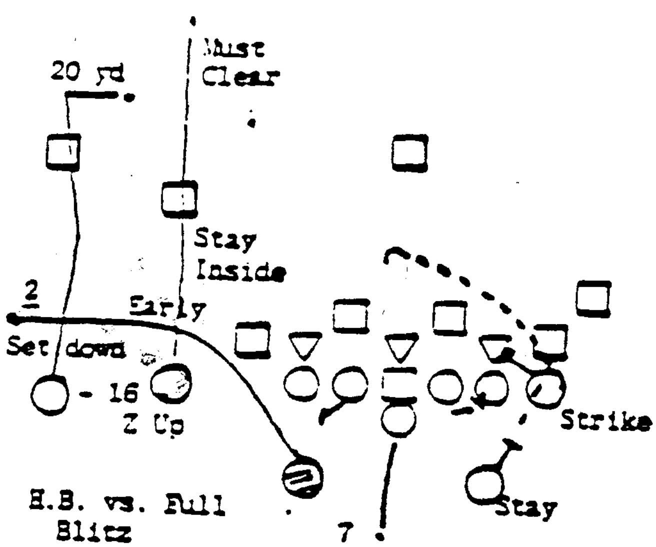


BLUE RIGHT "C" LEFT
78(79) "X" HOOK



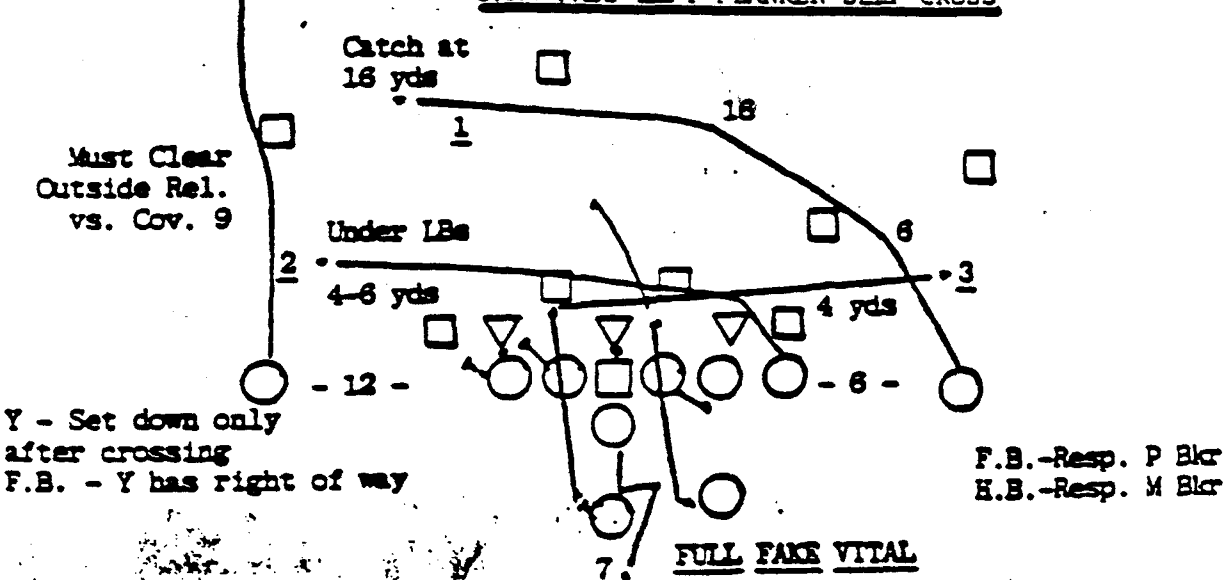


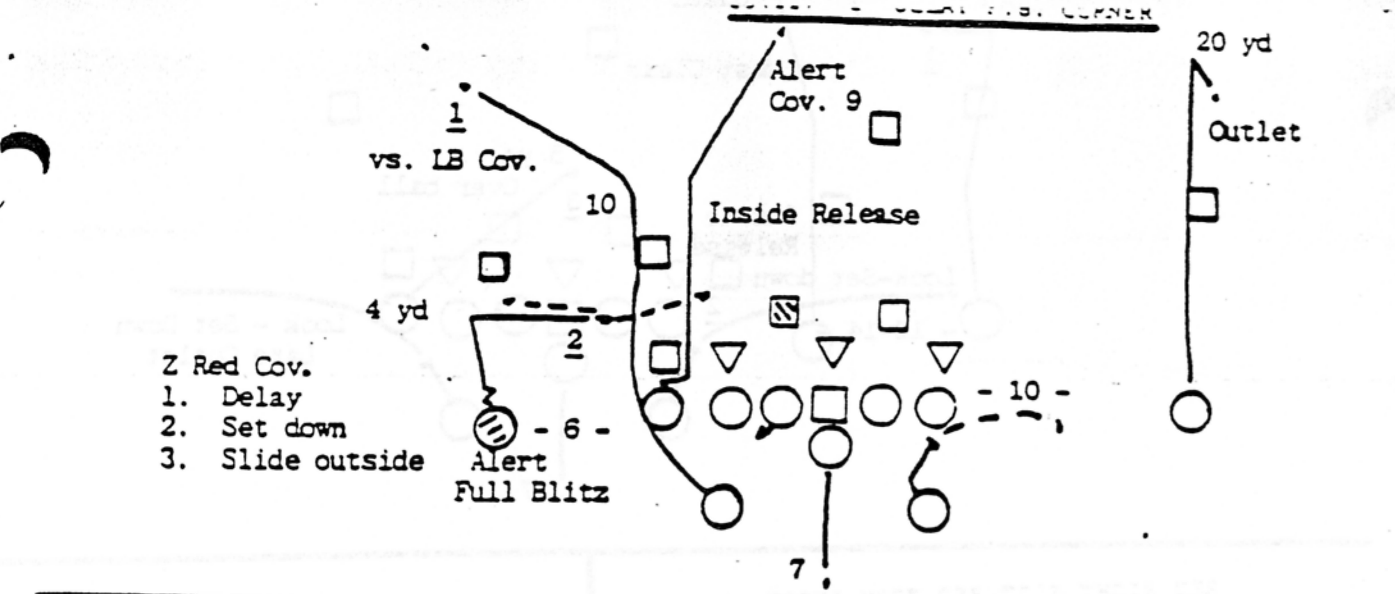
RED RIGHT SLOT/RED ZOOM SHORT
20(21) (24-25) (STAY) "X" DIG



BLUE RIGHT CLOSE

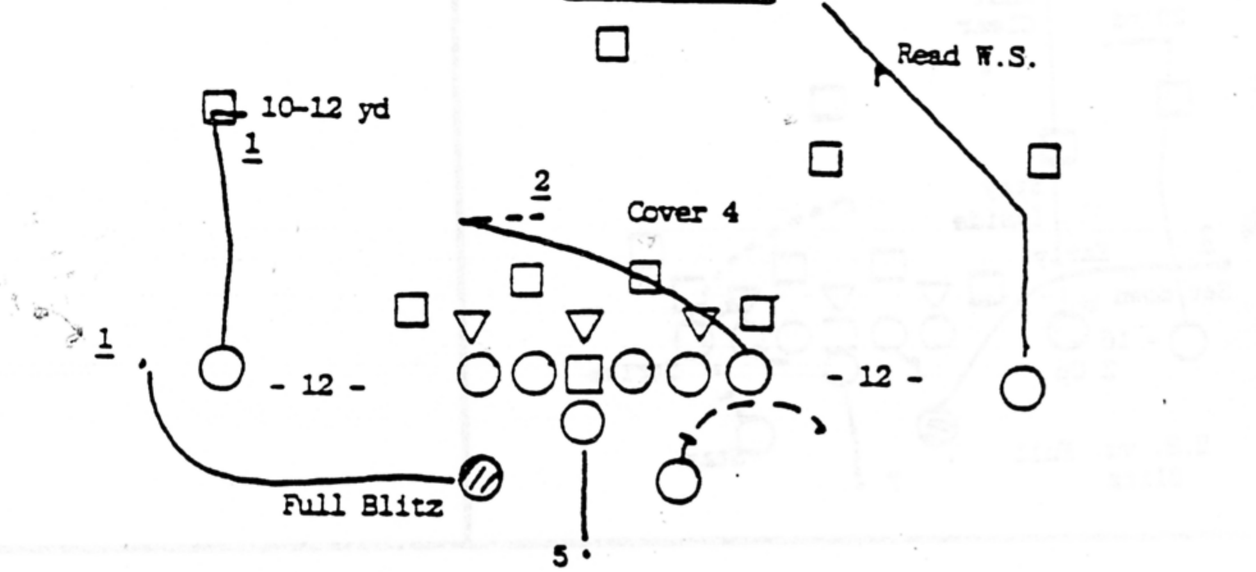
DRAW PASS LEFT FLANKER DEEP CROSS





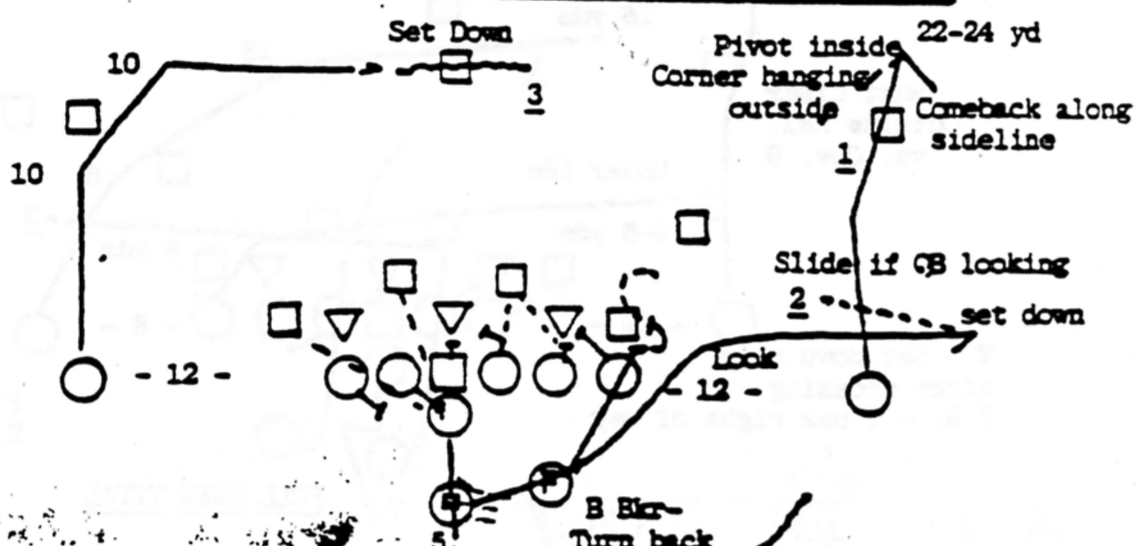
RED RIGHT

20(21) "X" IN

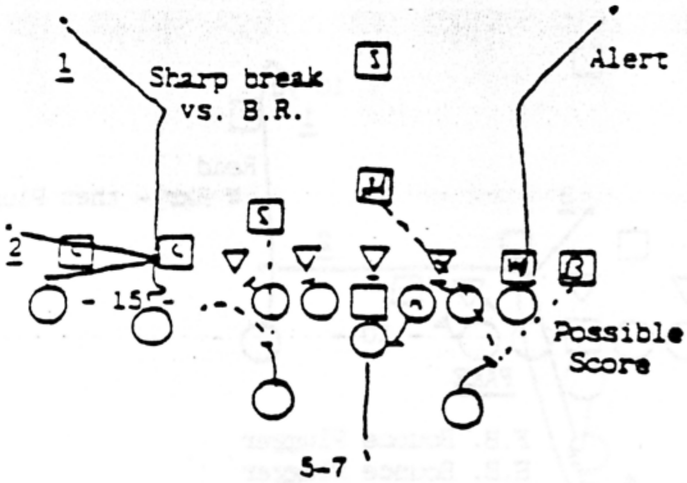


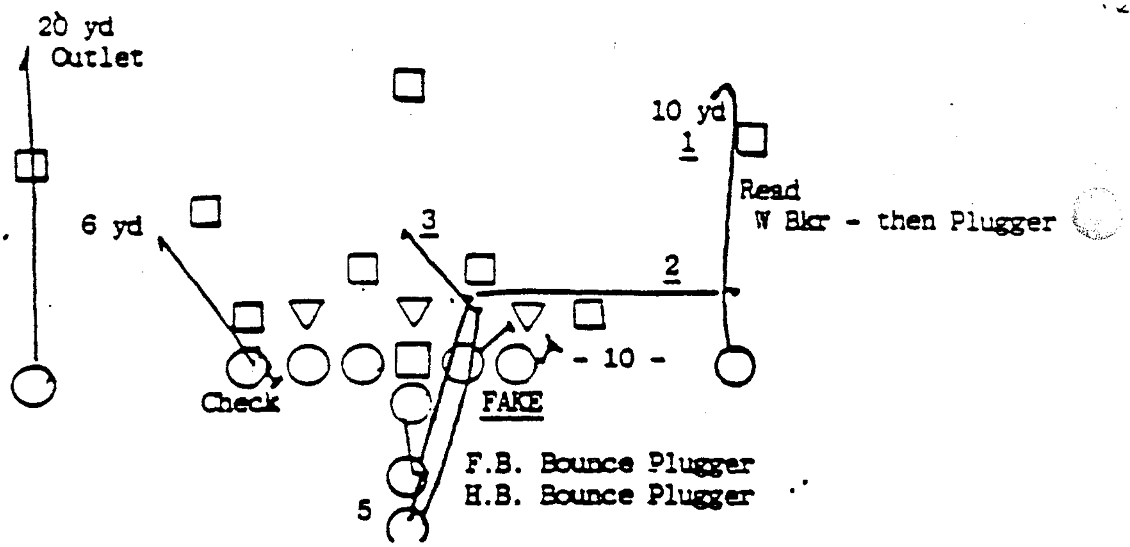
BLUE RIGHT

SWEEP PASS LEFT (RIGHT) "Z" OPTION



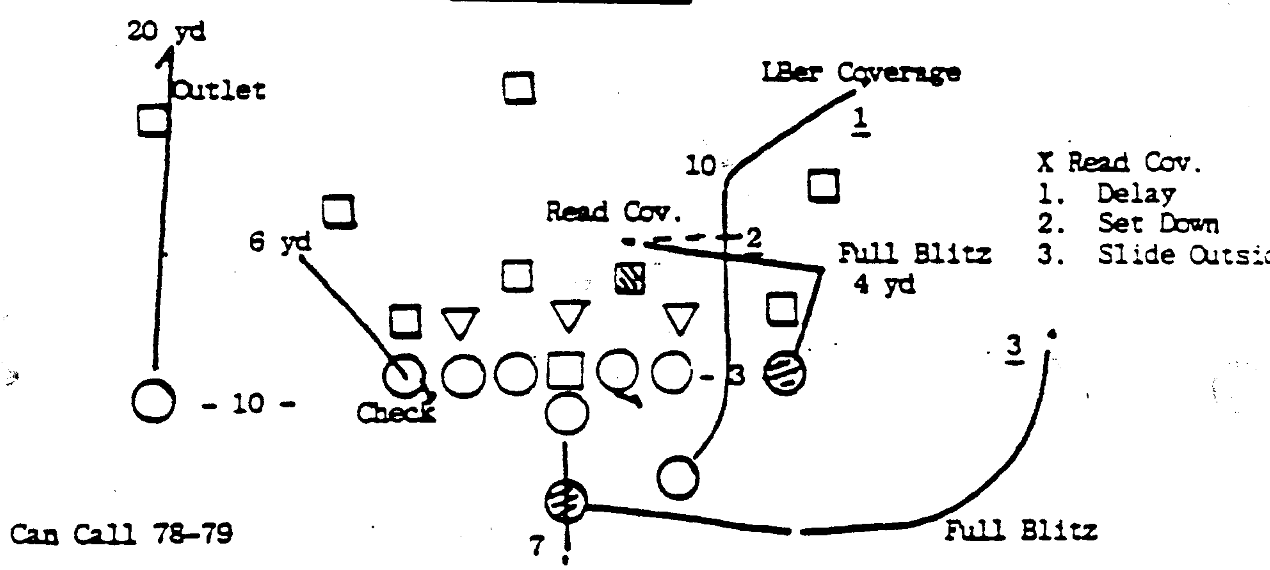
54(33) (SCORE) X ARROW (1 CORNER)





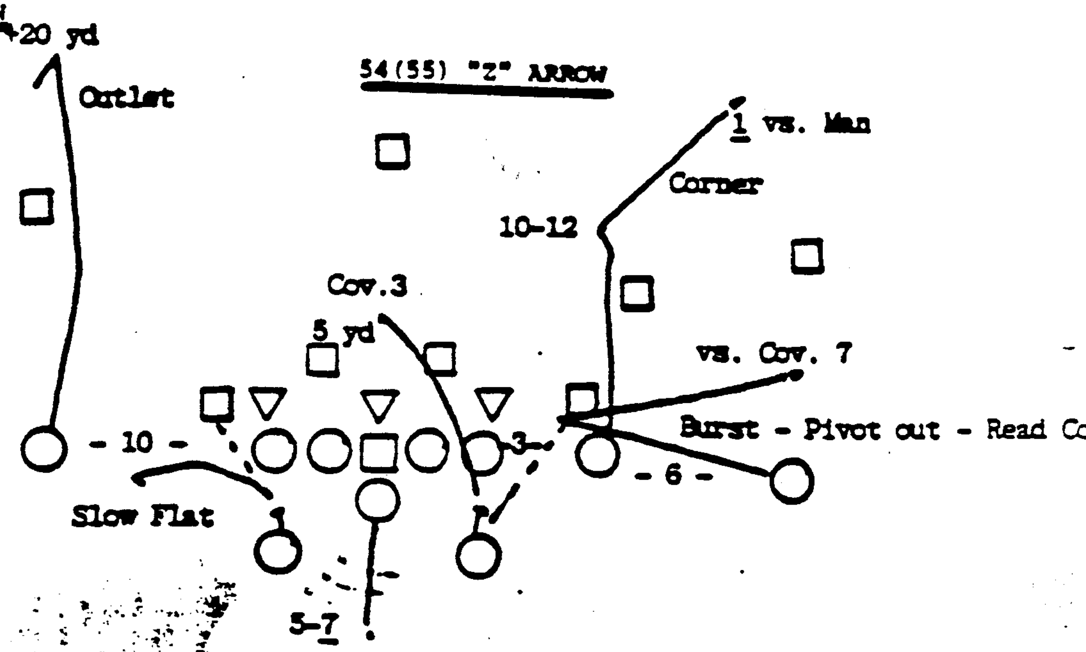
BROWN LEFT TIGHT

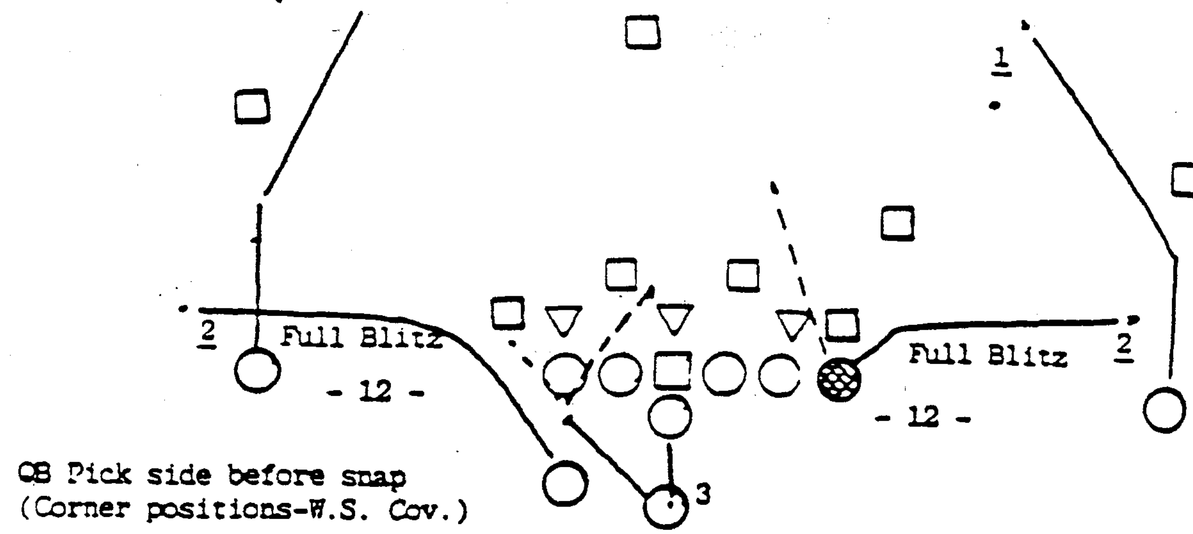
71(70) "X" DELAY



RED RIGHT OPEN

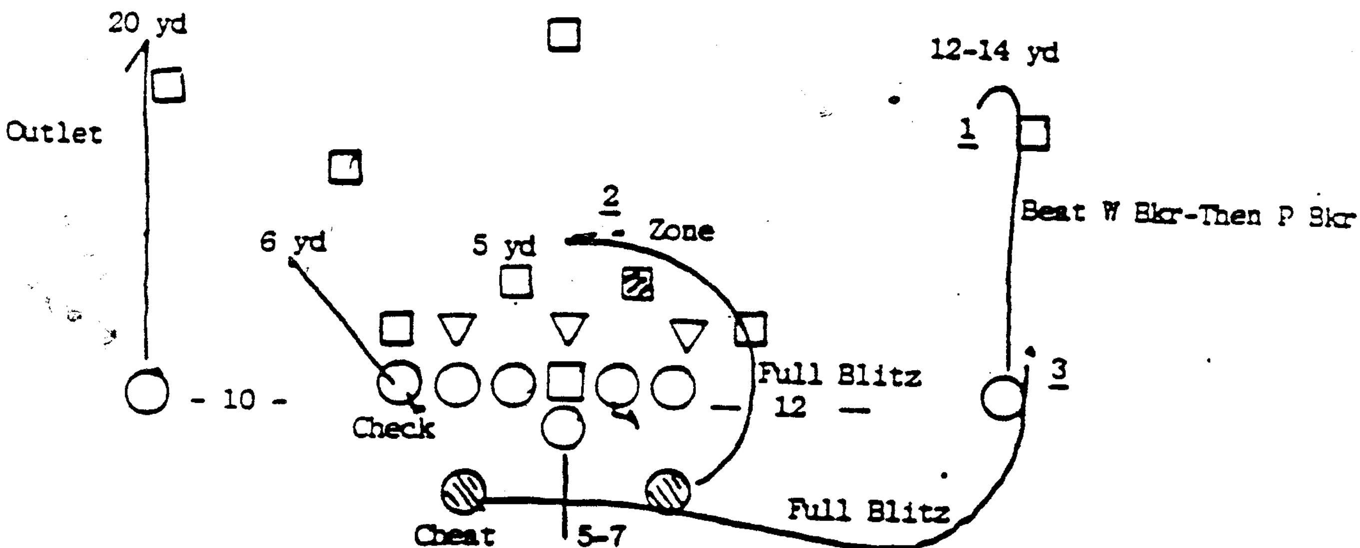
54(55) "Z" ARROW





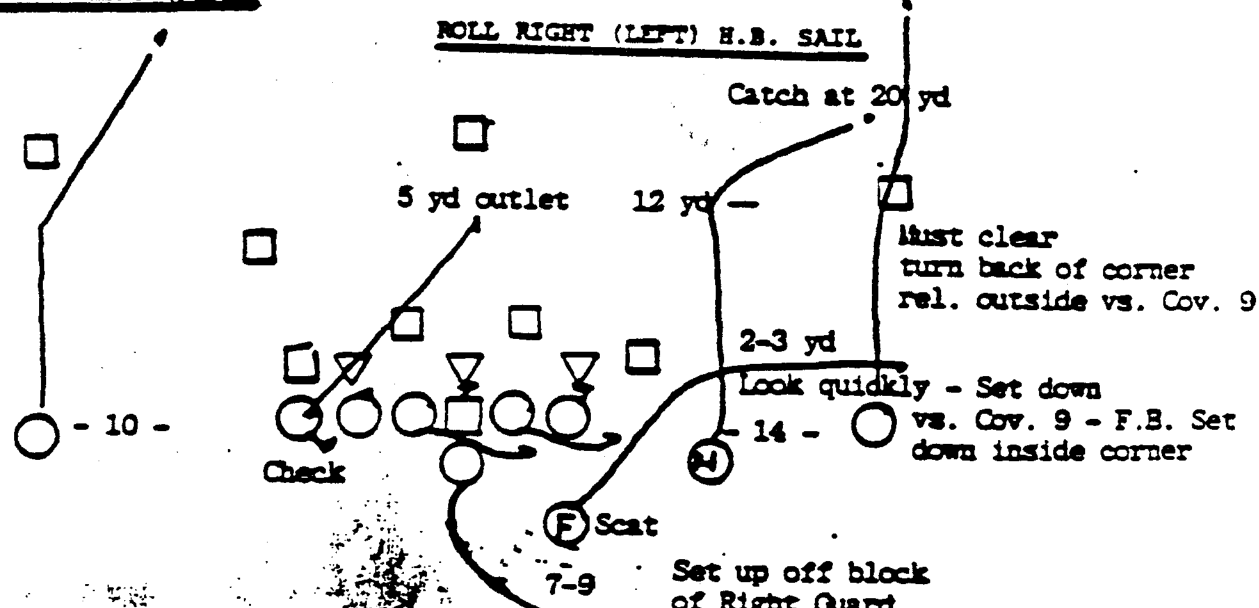
[illegible]

71(70) F.B. WIDE

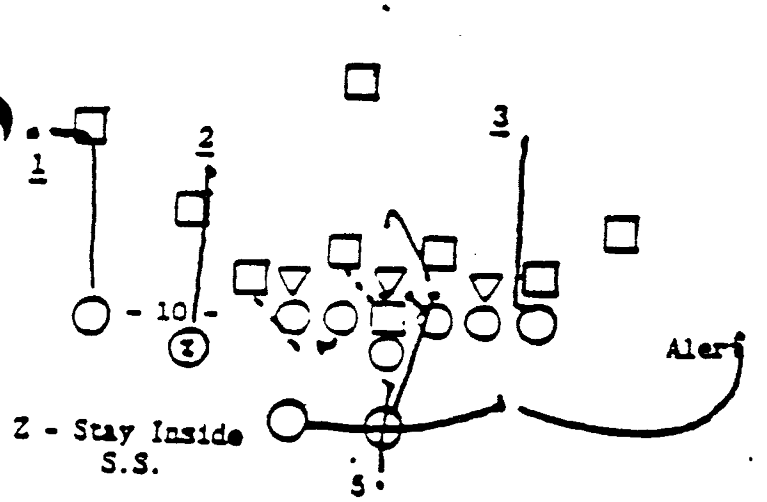


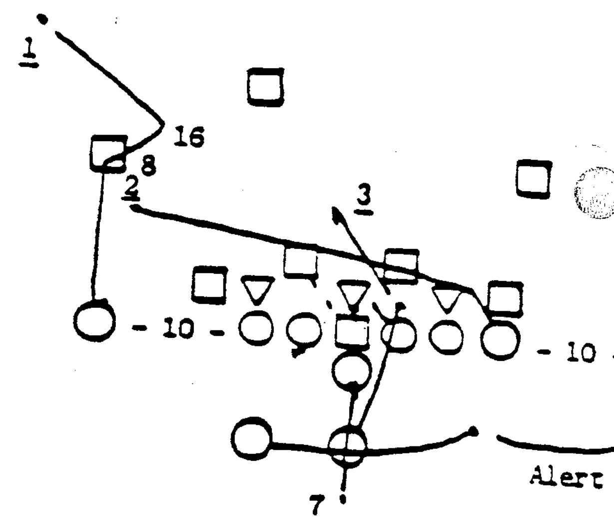
DOUBLE WING LEFT (NEAR)

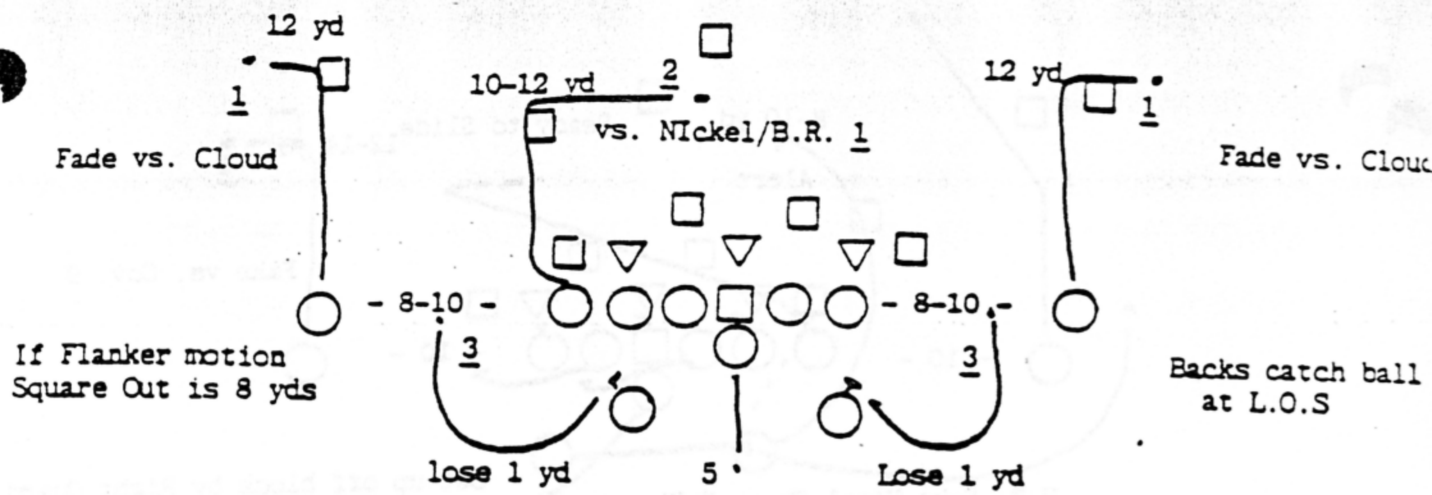
ROLL RIGHT (LEFT) H.B. SAIL



FOX 2 WINSTON

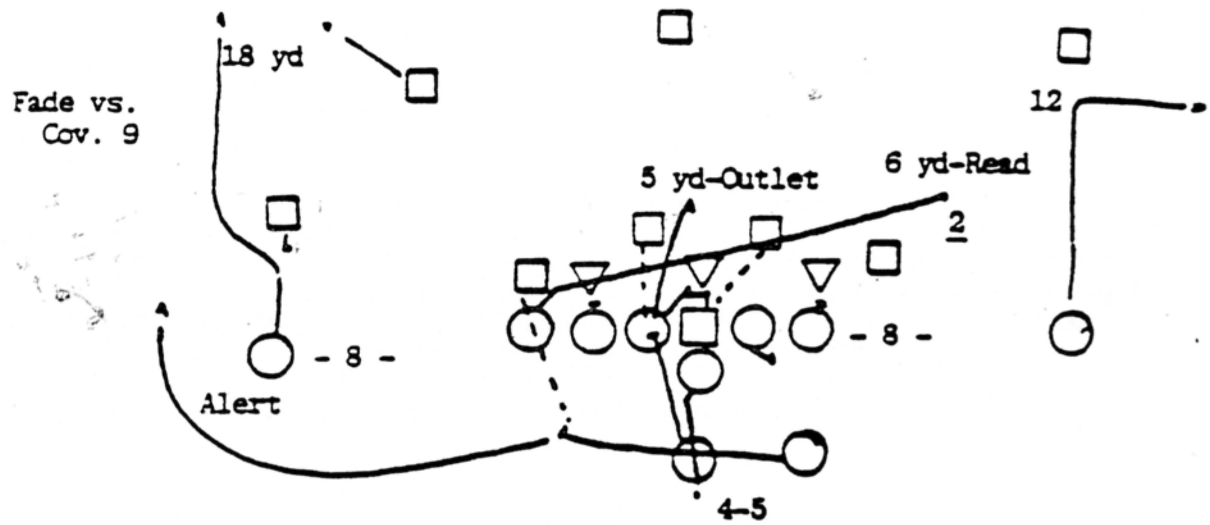






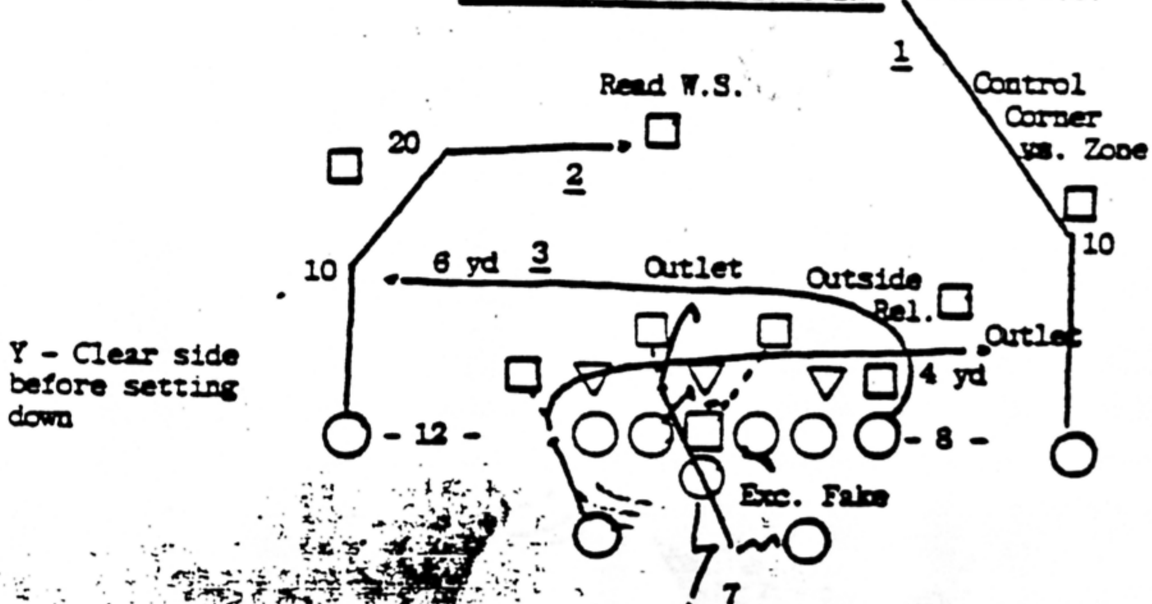
BROWN LEFT

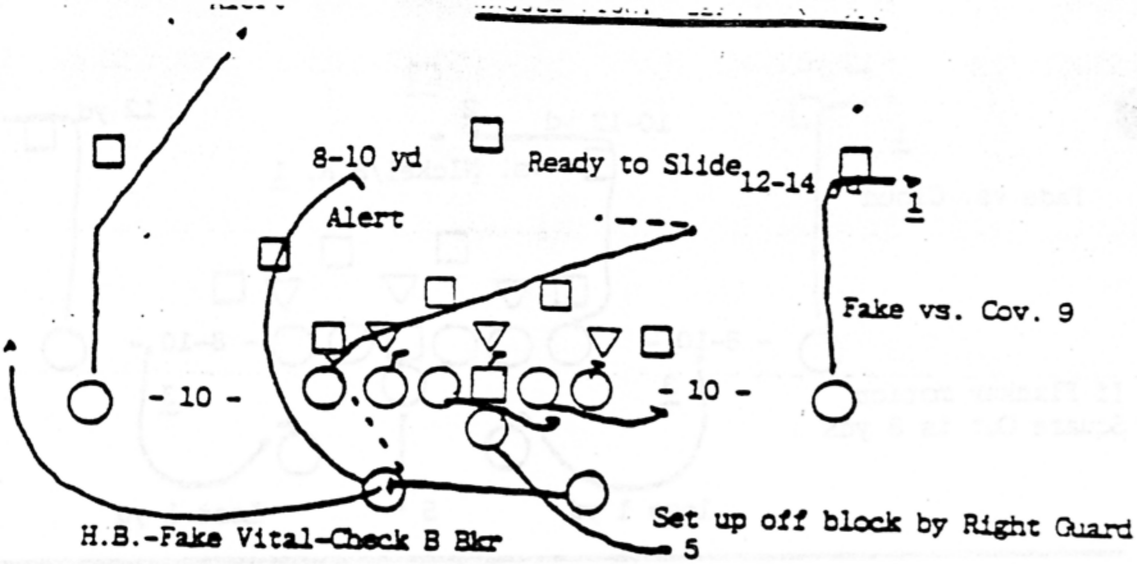
FOX 3(2) DOUBLE SQUARE OUT (WINSTON)



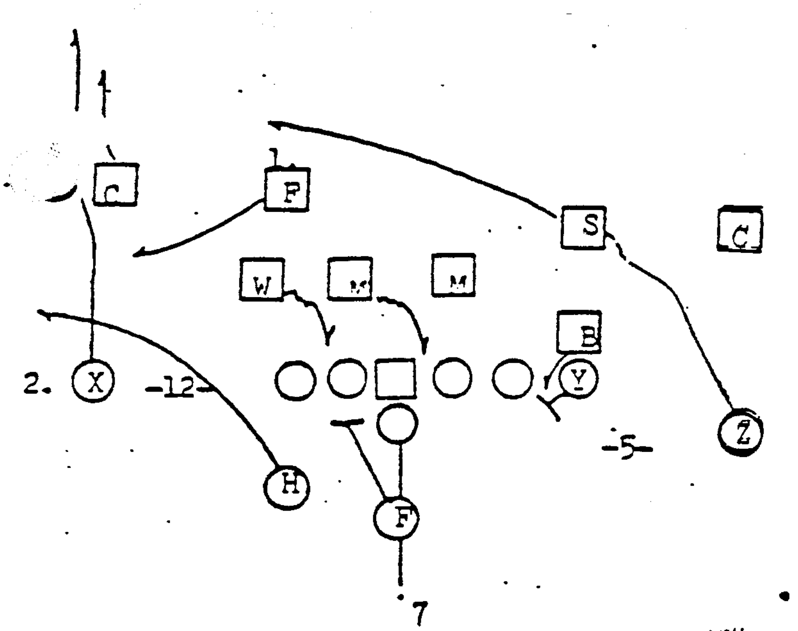
RED RIGHT

PASS 43(42) "X" DEEP OVER



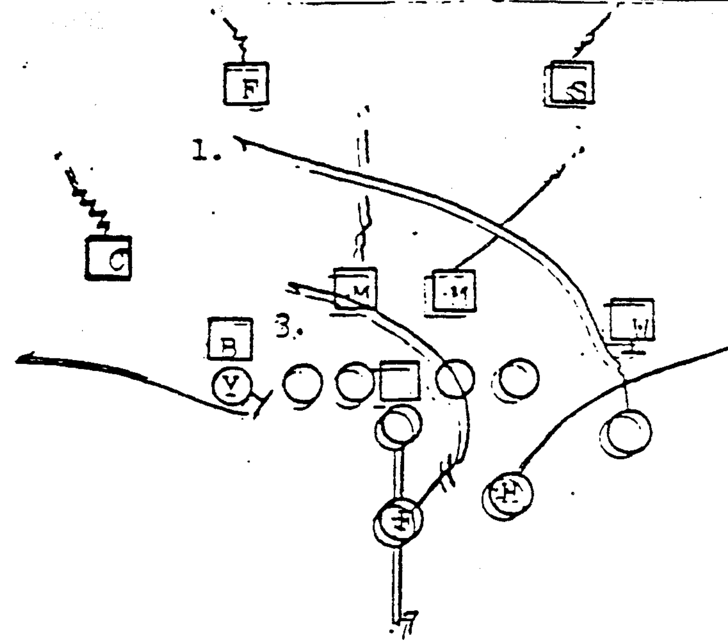

8-10 yd
Alert
Ready to Slide
12-14 yd
1
Fake vs. Cov. 9
- 10 -
- 10 -
Set up off block by Right Guard
5
H.B.-Fake Vital-Check B Bkr

BROWN RIGHT 76 AUDIBLE



BLITZ DROP "SPRINT"

BROWN LEFT SLOT 77 AUDIBLE



QB - 7 STEP DROP PROGRESSION: FLK - HB - FB

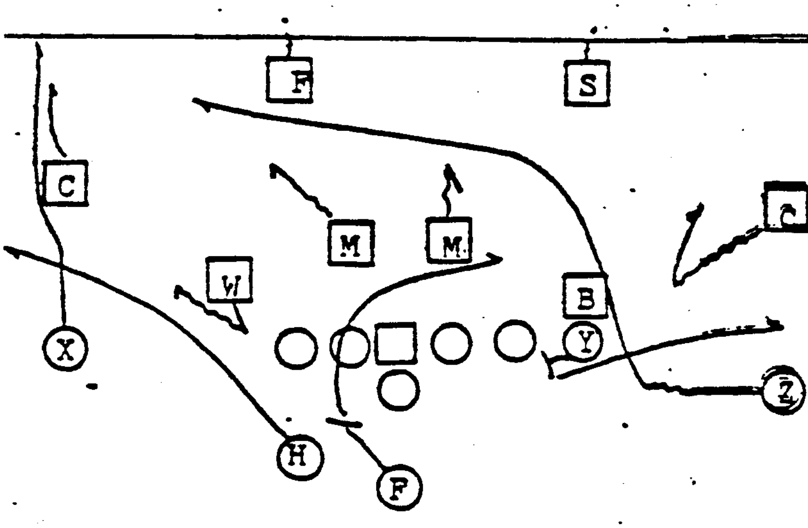
HB - SCAT FLAT - NO BALL SIT DOWN -

FB - CHECK W BACKER - CIRCLE PATTERN

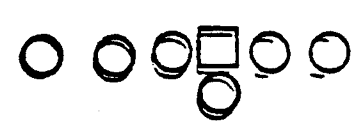
X - SPLIT 12 YDS - MUST CLEAR - RELEASE OUTSIDE CLOUD

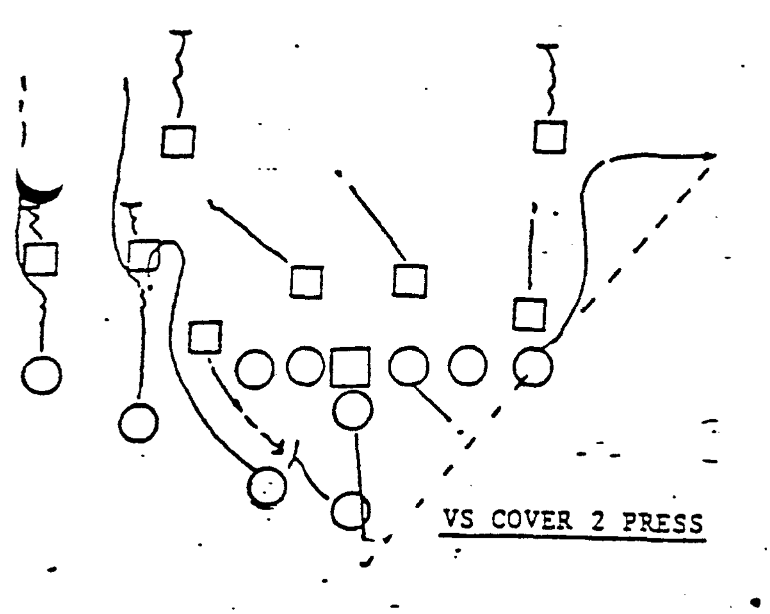
Y - SPLIT 1 FOOT - CHECK B BACKER - DRAG

Z - SPLIT 5 YARDS - SHALLOW CROSS PATTERN (VS SLOT BE ALERT FOR SAME PLAN POST)

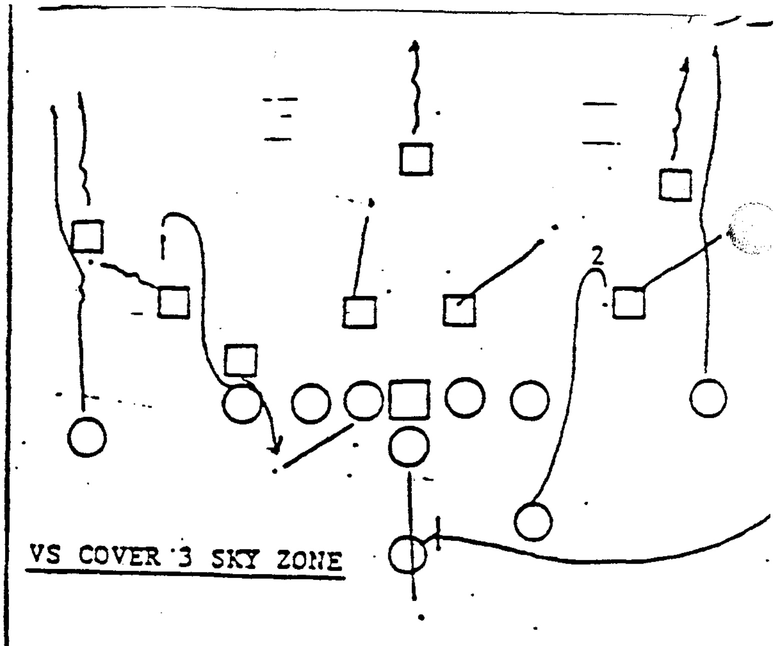


BROWN RIGHT F- LEFT SHORT 76 AUDIBLE





VS COVER 2 PRESS



VS COVER 3 SKY ZONE

QB – (5 STEP HIT-SIT STRONG GUARD DOUBLE READ ON M-F. VS FREE BLITZER THROW BALL AWAY TO TE. PRIMARY IS TE (Y) OUTLET SEQUENCE IS HB – FB.

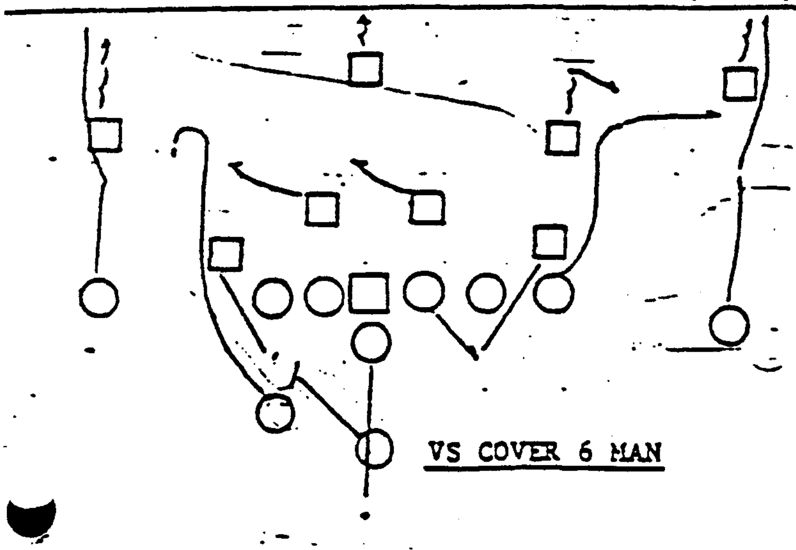
HB – SCAT HOOK

FB – CHECK W – WIDE

X – (SPLIT 6–8 YDS) TAKE TWO

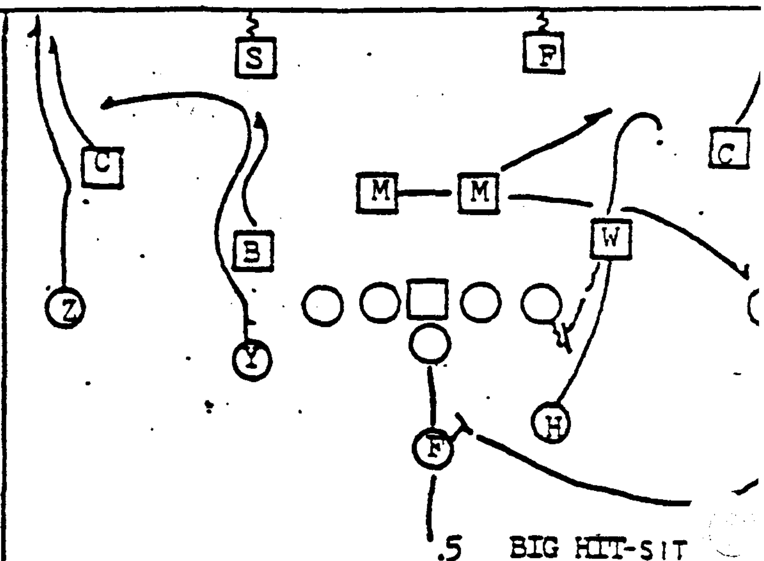
Y – SCAT RELEASE – OUT, DEFENDER CROSSES FACE – SET DOWN.

Z – (15 YD SPLIT) CLEAR, RELEASE OUTSIDE VS CLOUD.

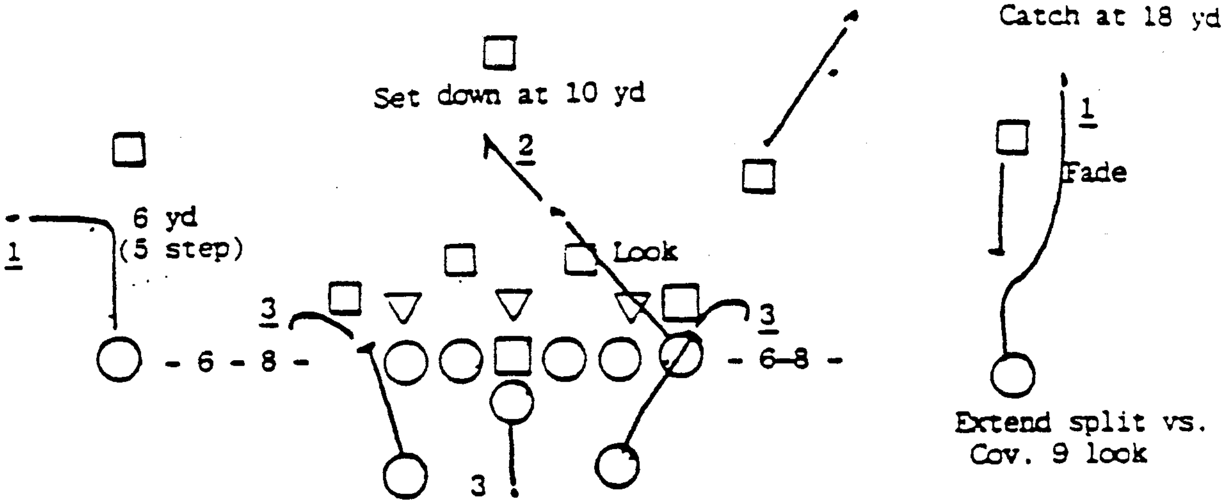


VS COVER 6 MAN

BROWN RIGHT 74 Y OUT

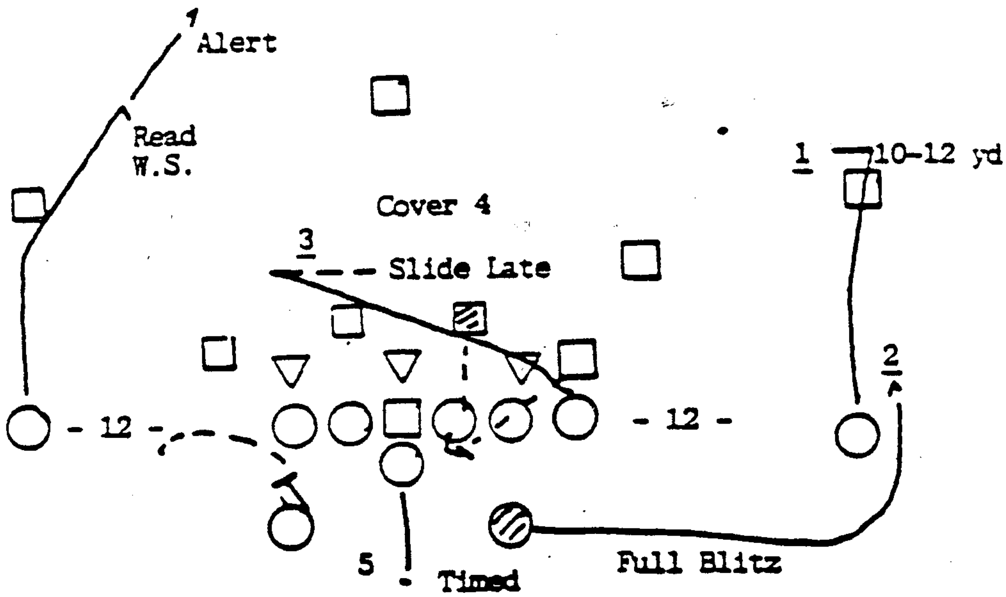


BROWN LEFT Y DEEP 75 Y CUT
VS MAN-UNDER



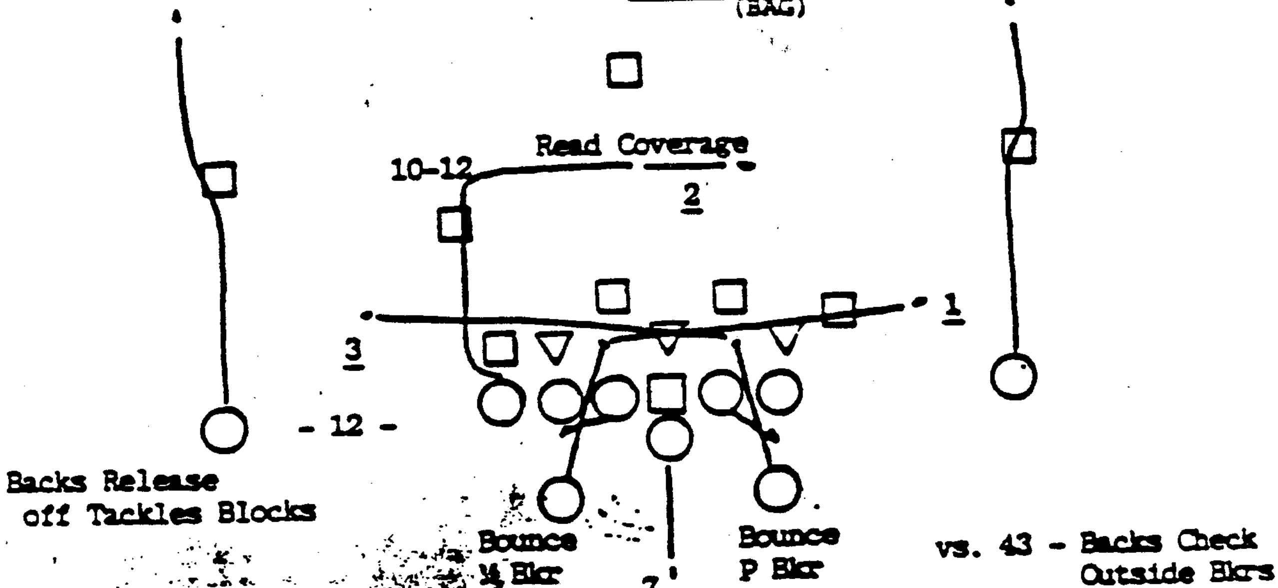
RED RIGHT

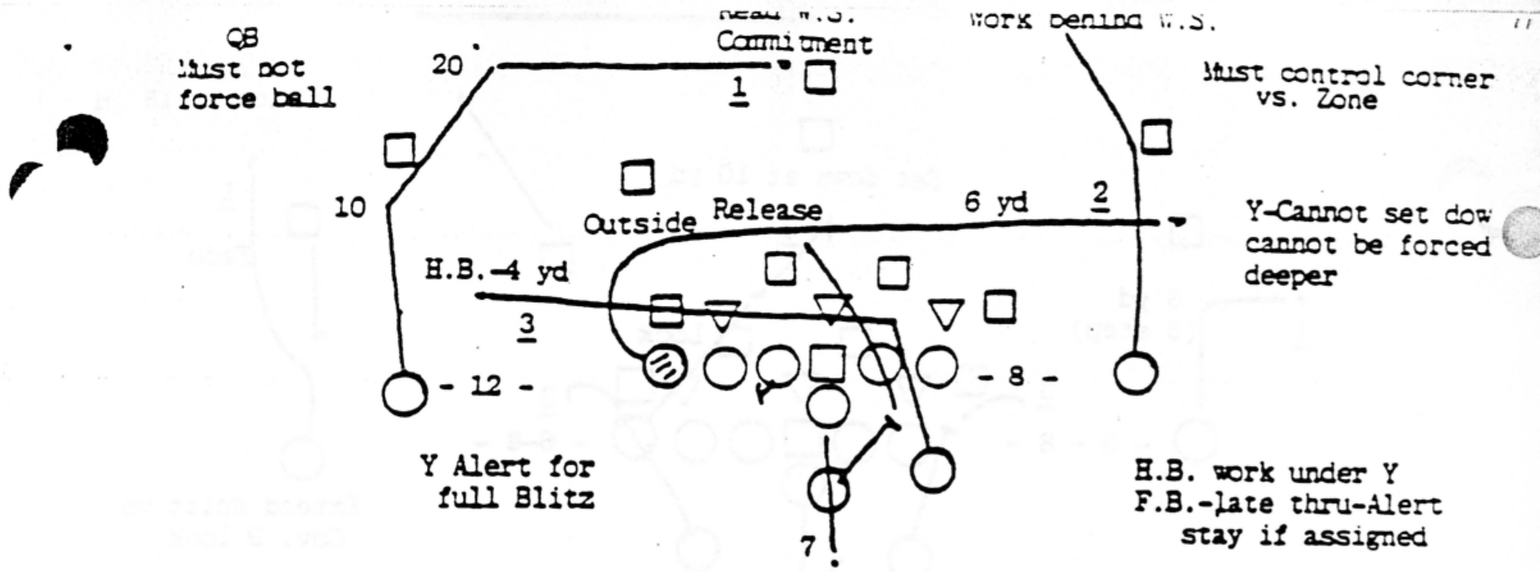
22(23) "Z" IN



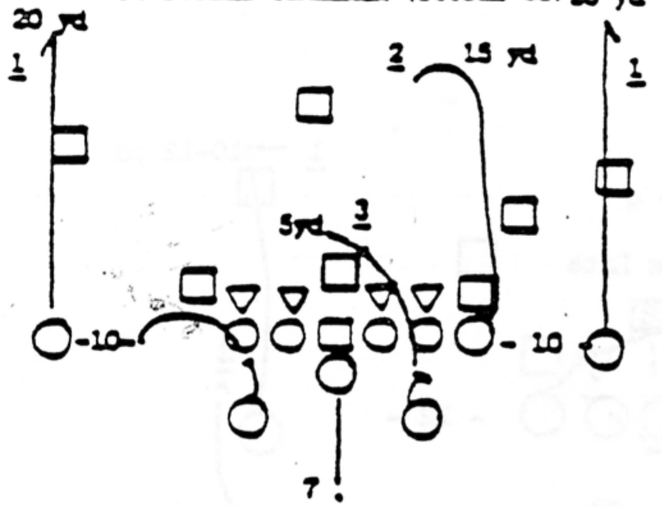
RED LEFT

21(20) BINGO CROSS
(BAG)

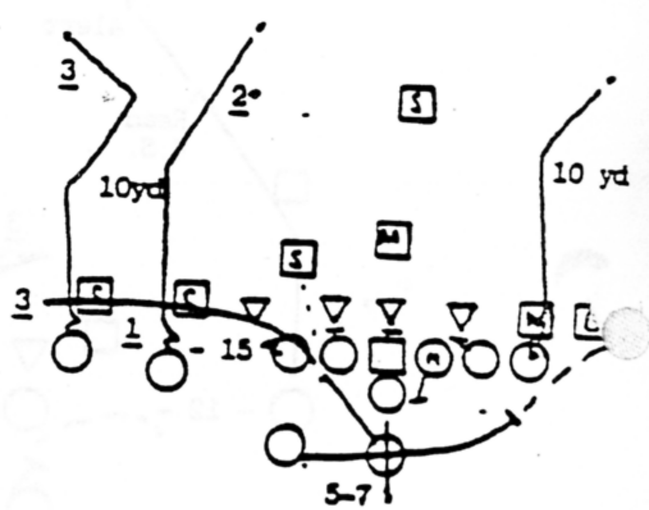




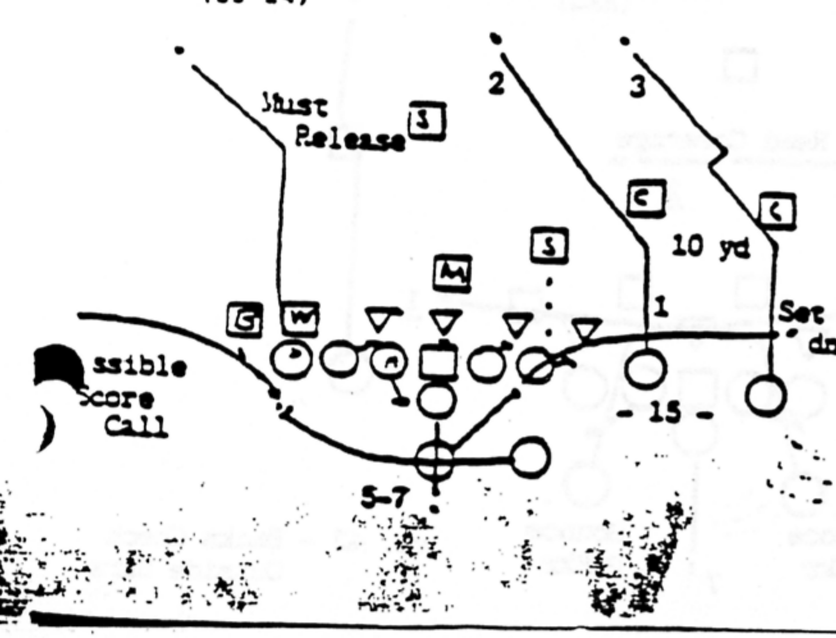
RED RIGHT
54 DOUBLE COMEBACK (DOUBLE GO)



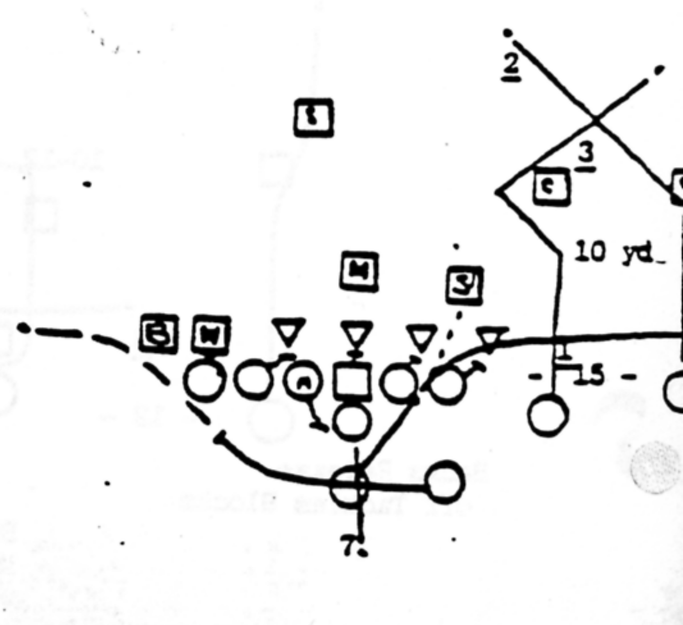
RED RIGHT SLOT
54(55) SWAP (SCORE) RAZOR "Y" CORNE



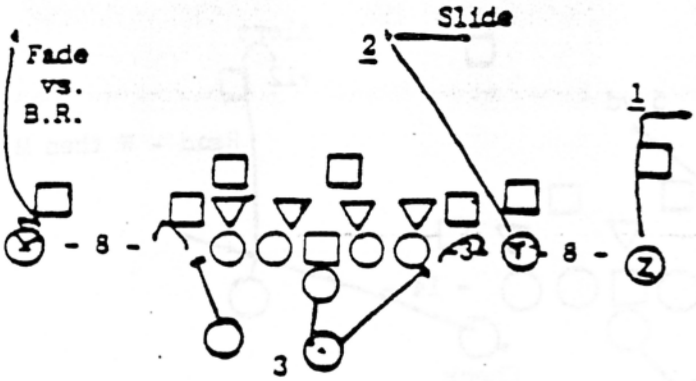
RED LEFT SLOT
55(54) SWAP (SCORE) DINO "Y" CORNER
(25-24)



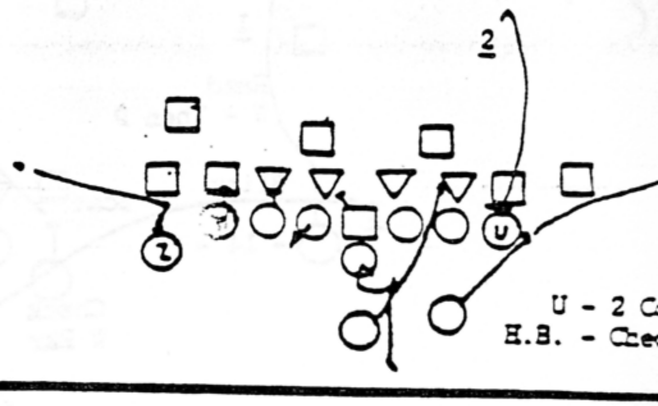
RED LEFT SLOT
55(54) SWAP (SCORE) SCISSORS "Y" CORNE



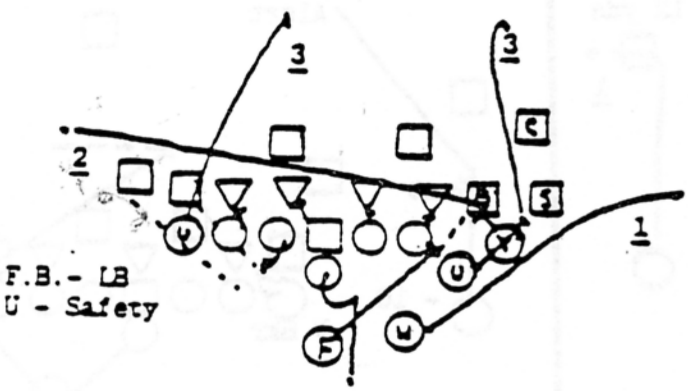
324(325) DOUBLE QUICK CUT



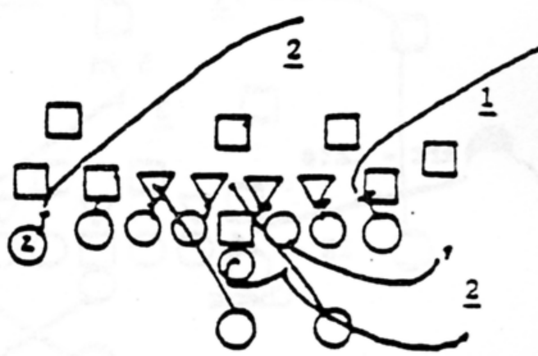
PASS 64 FLANKER ANGLE CUT



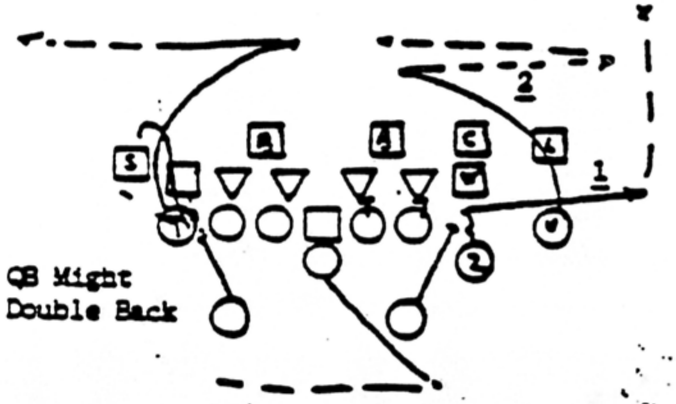
BLUE RIGHT FLANKER EAST
PASS 68 "Y" SNEAK H.B. FLAT



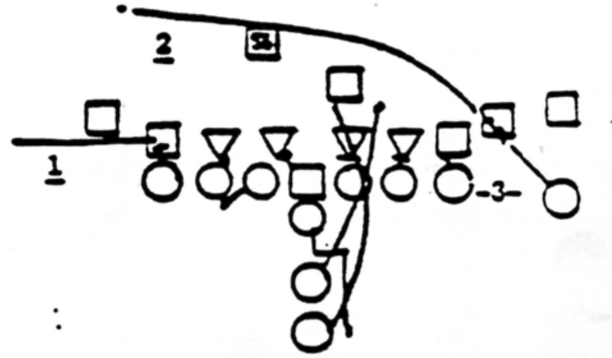
BROWN LEFT TIGHT CLOSE
BOOT RIGHT



CHANGE LEFT SLOT
SPRINT RIGHT OPTION

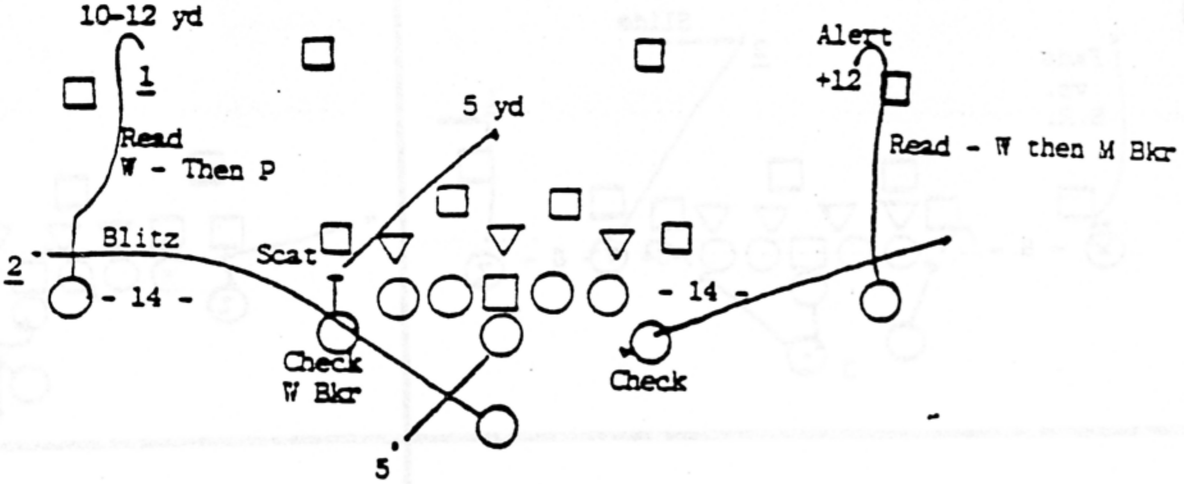


GREEN RIGHT TIGHT CLOSE
PASS 14 LEAD FLANKER CROSS

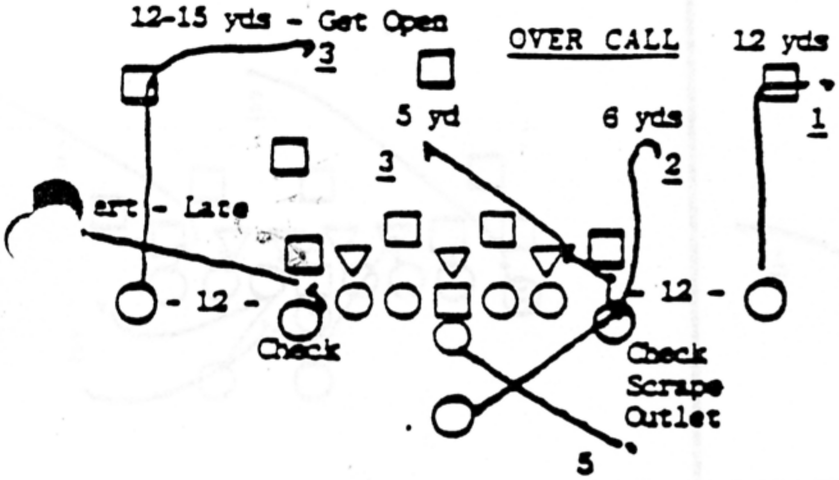


(TIGER)

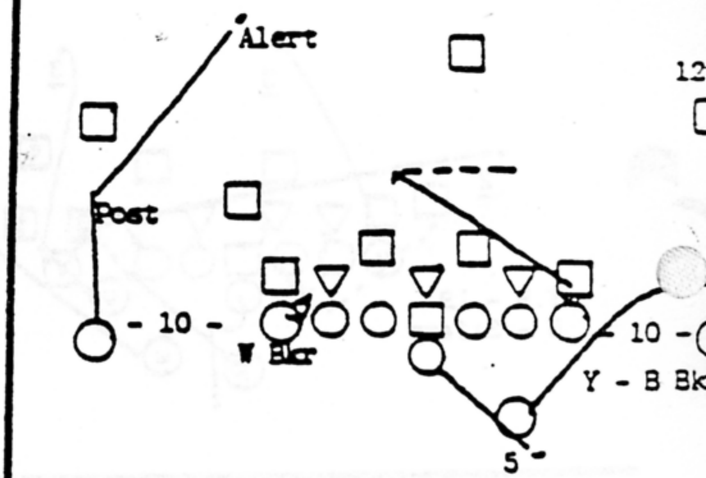
SPRINT LEFT SOLID "X" HOOK ("Z" HOOK)

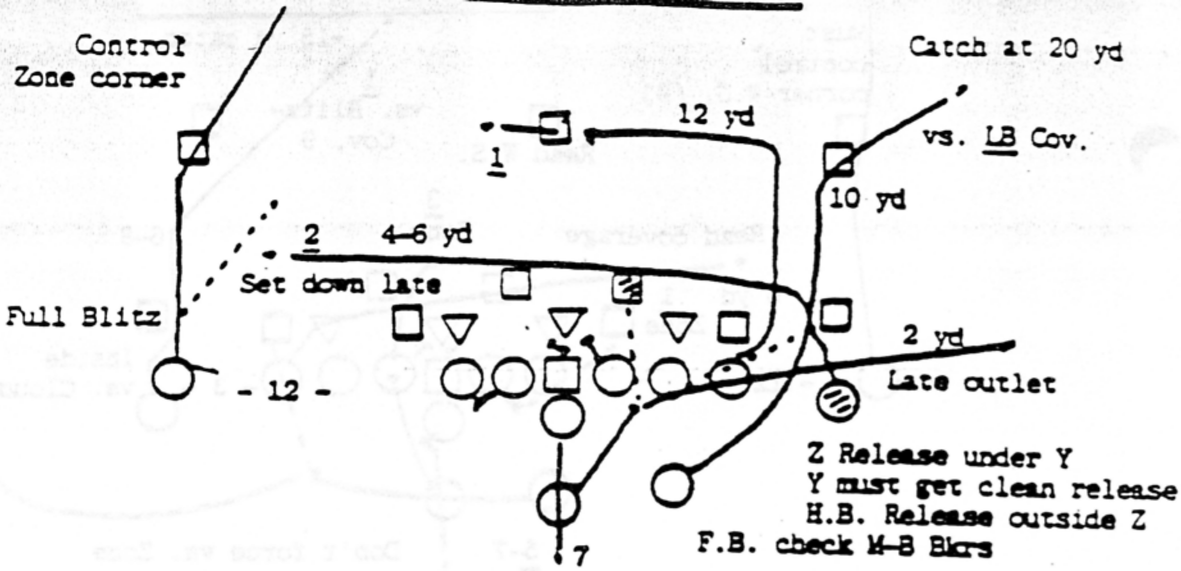


SOLO LEFT DEEP (TIGER)
SPRINT RIGHT (LEFT) SOLID "X" OUT



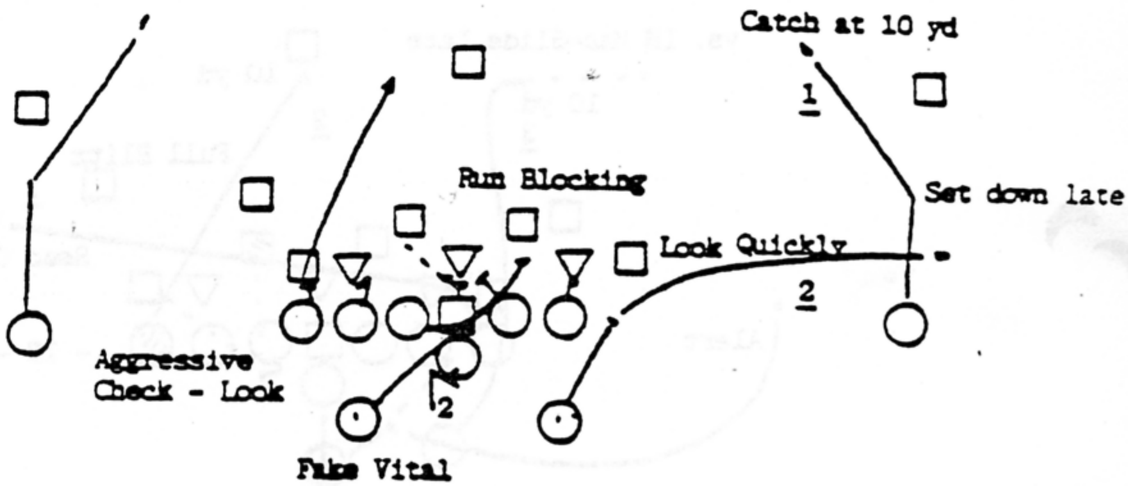
SOLO RIGHT NEAR (TIGER)
SPRINT RIGHT SOLID "Z" CUT

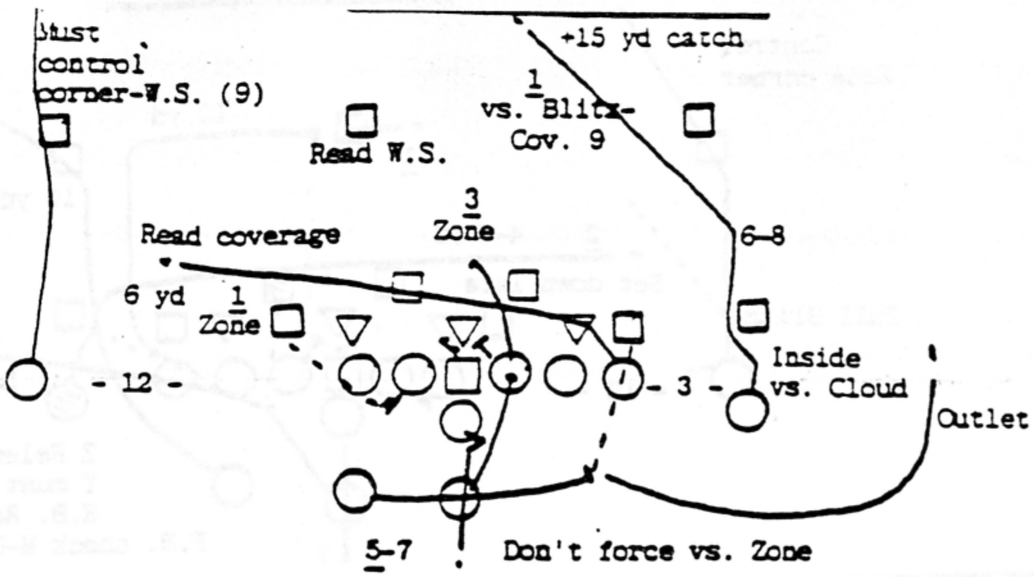




RED LEFT

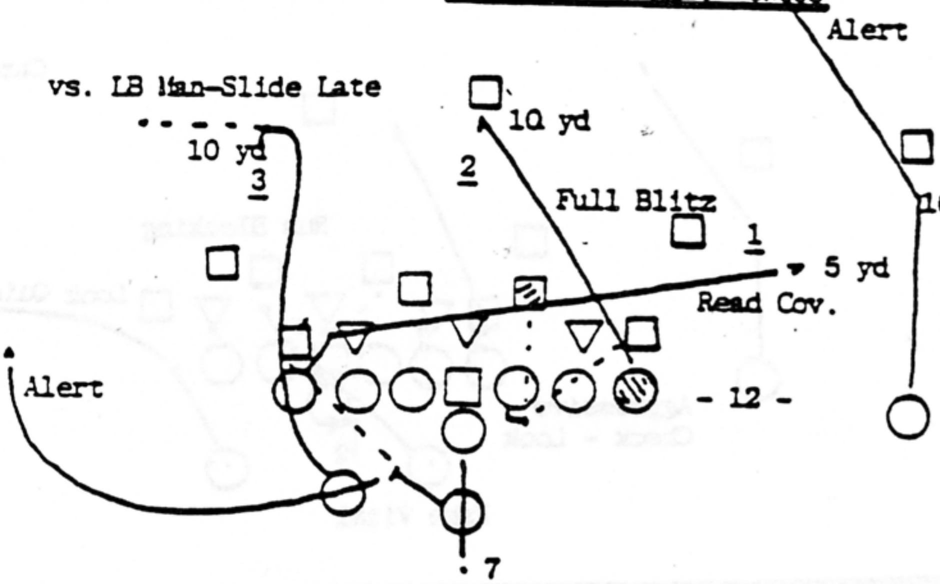
PASS 330 "O" - GUARD - X SLANT (331)





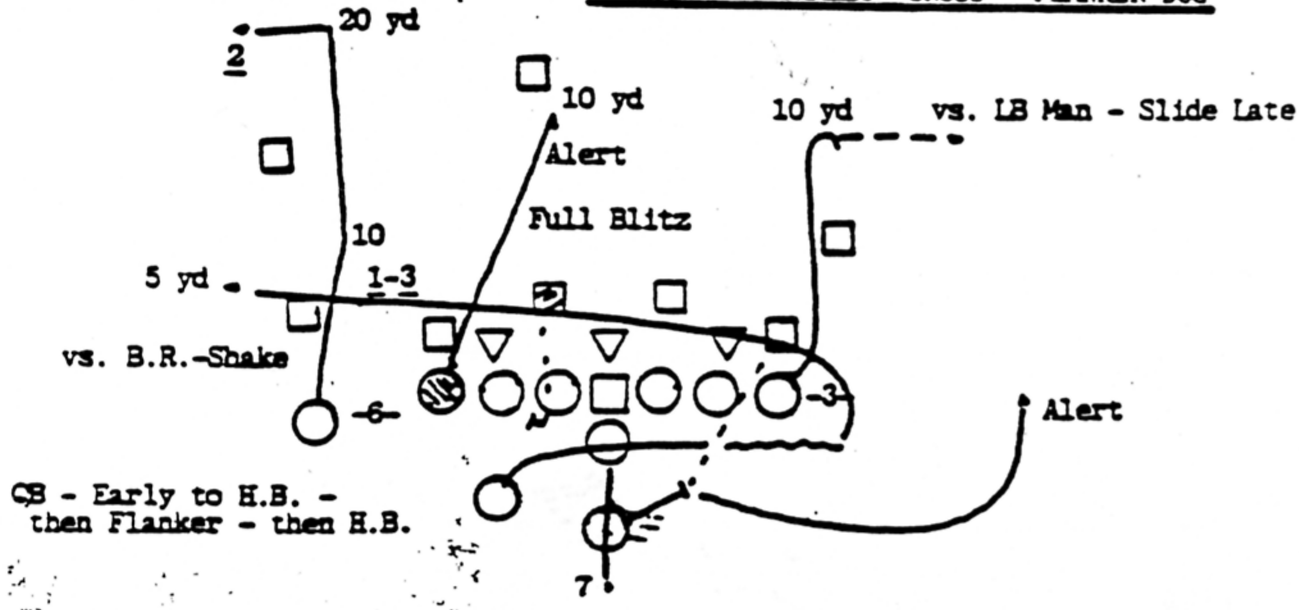
BROWN RIGHT TIGHT

76(77) "X" SHALLOW CROSS



BLUE LEFT TIGHT "A" RIGHT

77(76) H.B. SHALLOW CROSS - FLANKER DOG



PLAY: 50-51 X HOOK

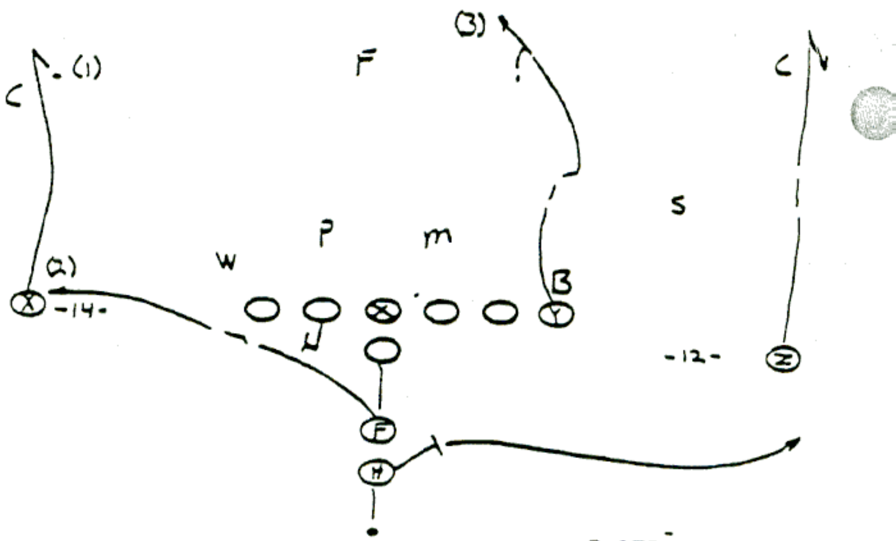
FORMATION:
GREEN, GREEN SLOT

PROGRESSION: X-FB-Y

COMMENTS:

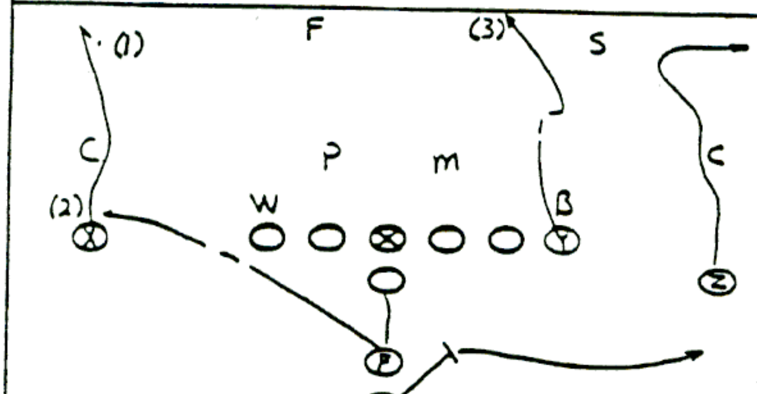
FB IS OUTLET VS. BLITZ

Good v. man under

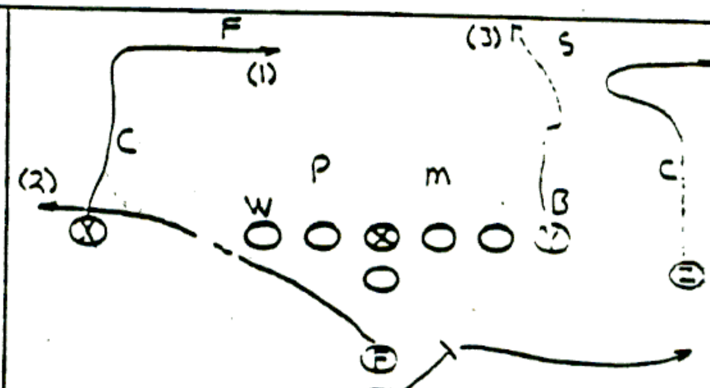


7 STEP

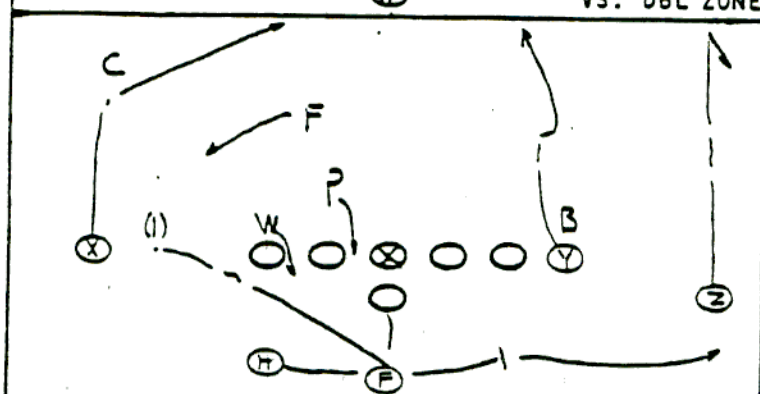
QB	7 STEP DROP - ALERT FB VS. BLITZ
X	14 YARD SPLIT - HOOK - ALERT VS. MAN
Z	12 YARD SPLIT - COMEBACK PATTERN
Y	1½ YARD SPLIT - INSIDE RELEASE - SEAM READ
HB	CHECK "B" BACKER - WIDE PATTERN
FB	SCAT FLAT - PAUSE SLIGHTLY BEFORE GOING INTO FLAT



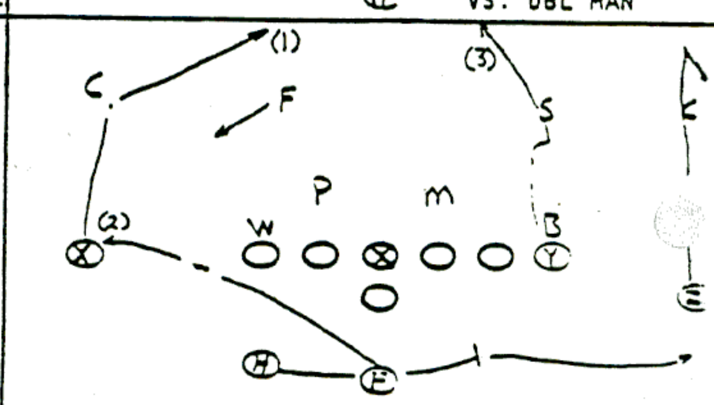
VS. DBL ZONE



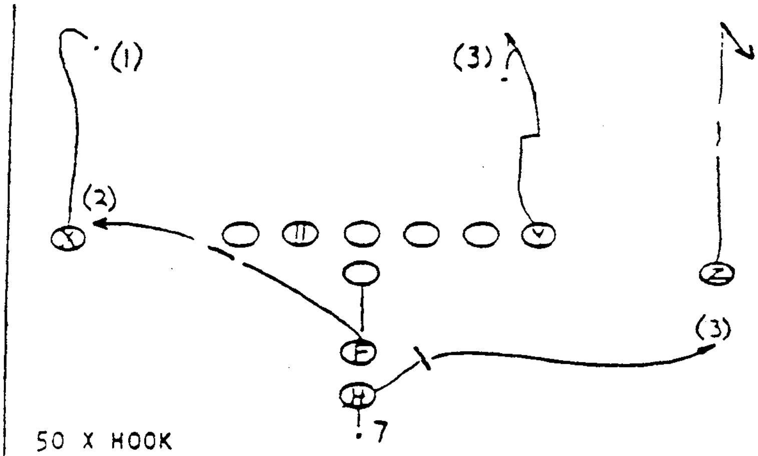
VS. DBL MAN



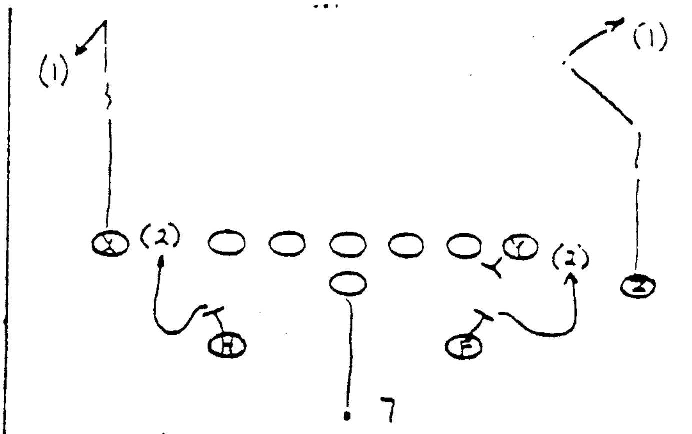
VS. BLITZ



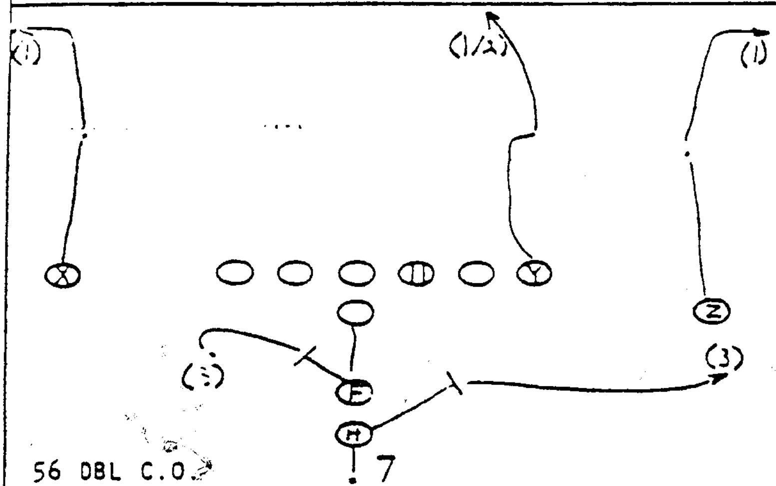
VS. FREE MAN



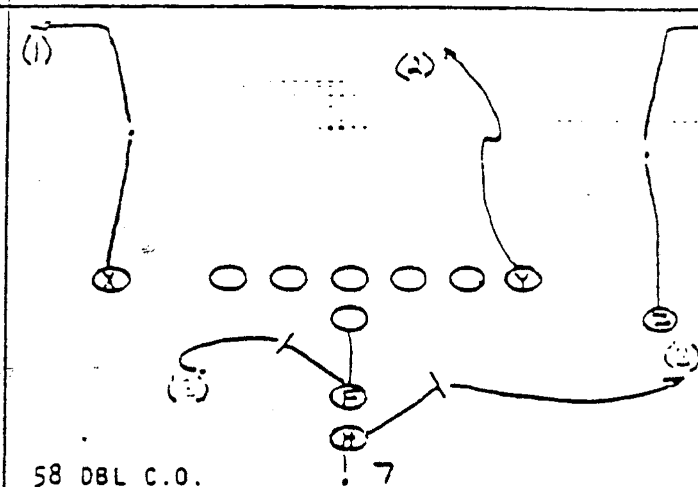
50 X HOOK



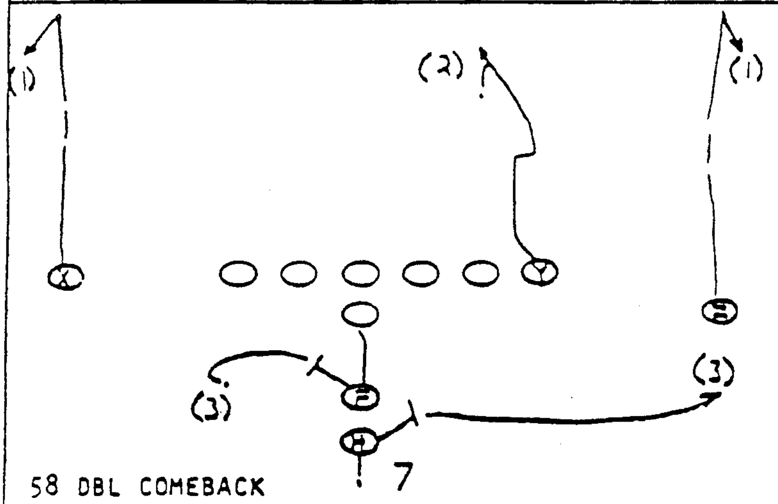
AUDIBLE 54



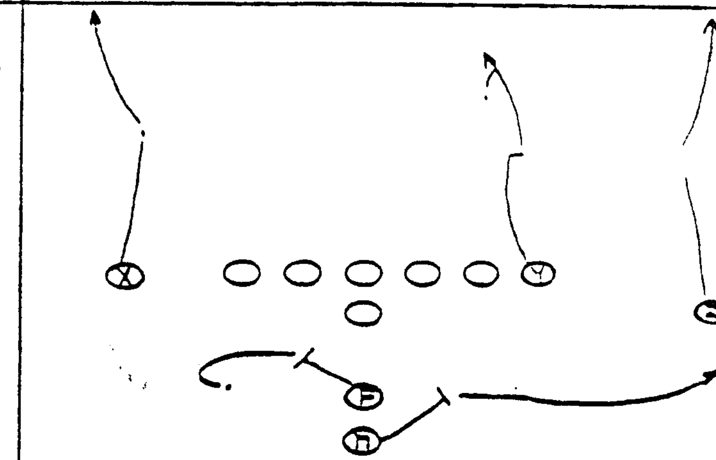
56 DBL C.O.

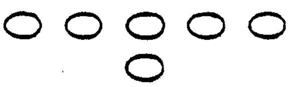


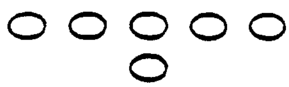
58 DBL C.O.



58 DBL COMEBACK


58 DBL GO





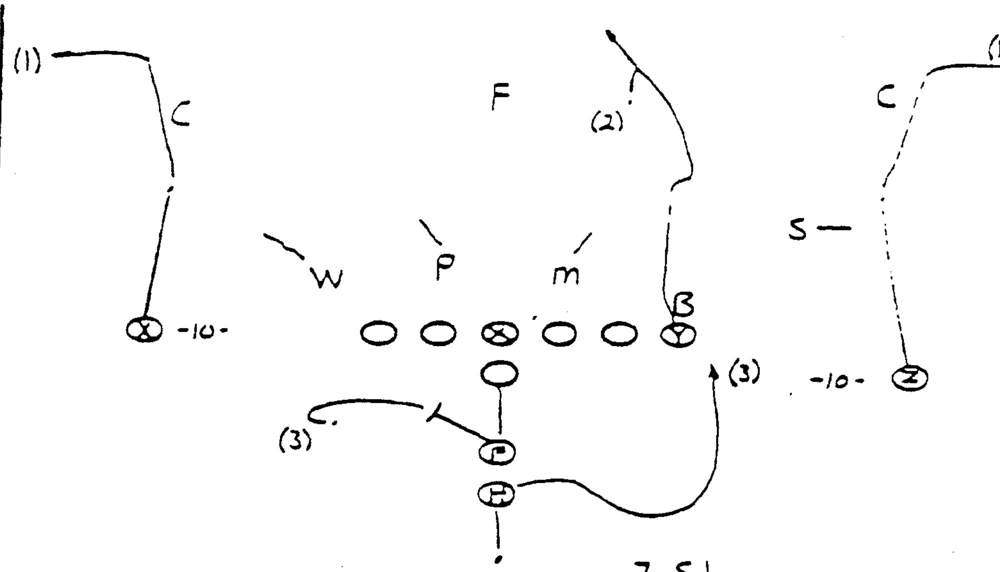
PLAY: 56-57 DBL C.O.

FORMATION: GREEN

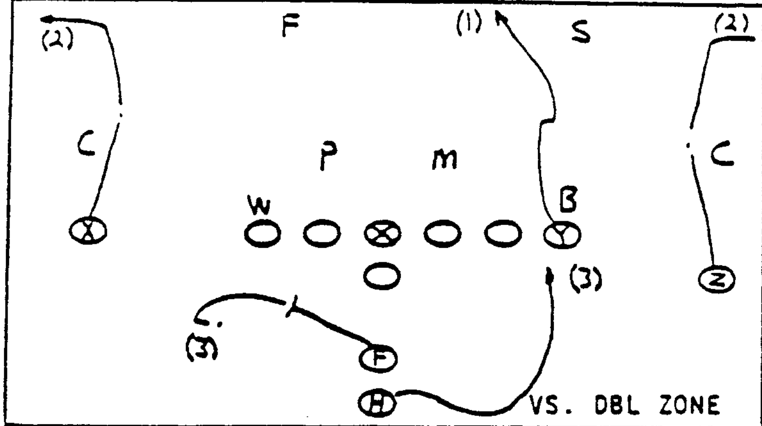
PROGRESSION:
X OR Z, Y, HB VS. DBL-Y,
X OR Z, HB

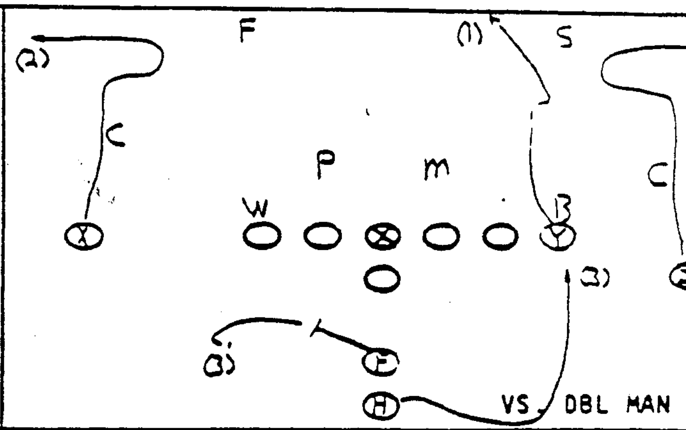
COMMENTS:

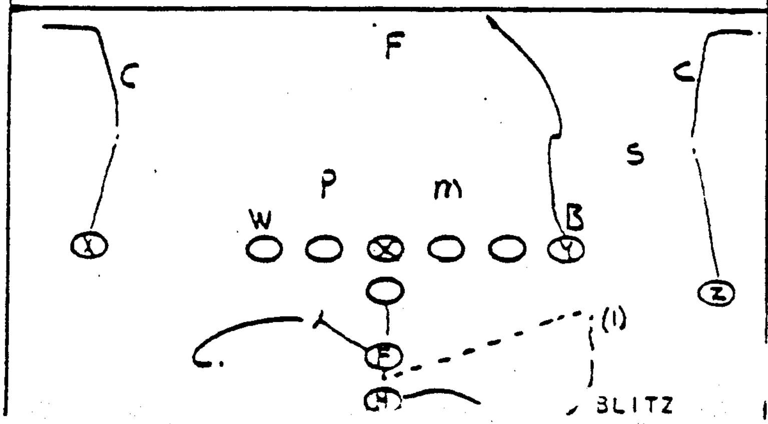
HB IS OUTLET VS. BLITZ

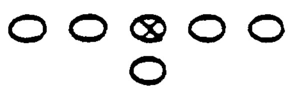


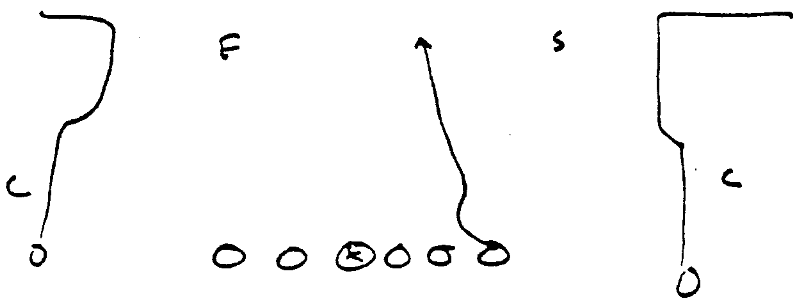
QB	2 safeties 7 STEP DROP - READ COVERAGE - FB VS. BLITZ
X	10 YARD SPLIT - CIRCLE-OUT PATTERN
Z	10 YARD SPLIT - CIRCLE-OUT PATTERN
Y	9½ YARD SPLIT - SEAM READ PATTERN Stay strong side of middle of field
HB	SCAT "M" PATTERN
FB	CHECK "W" BACKERS - SLOW FLAT











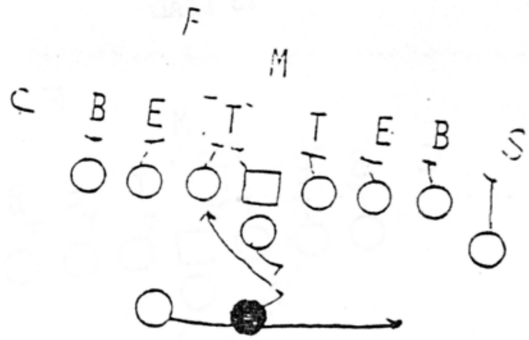
QB key safeties

Safeties stay wide hit TE

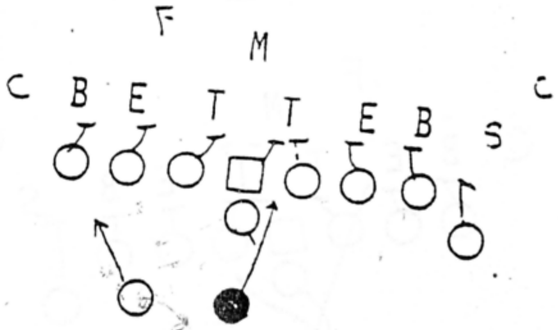
1 safety cheat towards TE Hit "Circle Out"

If under coverage back CBs hit "in" route

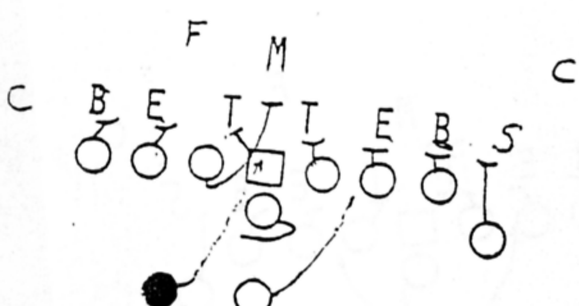
93 CTR



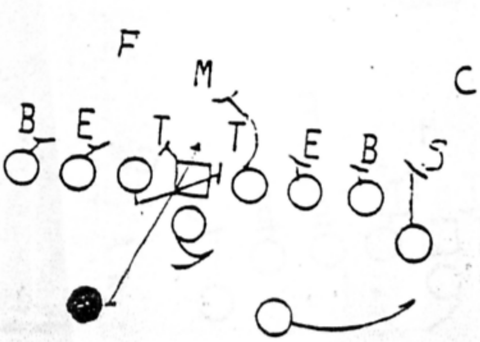
FB @ O



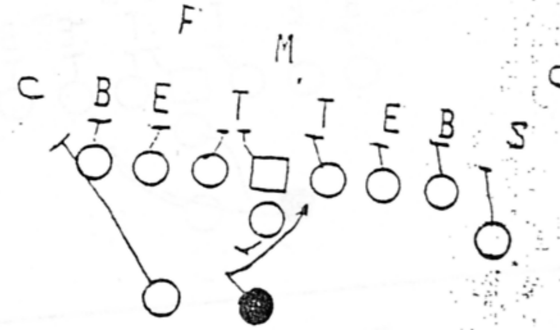
90 MAN



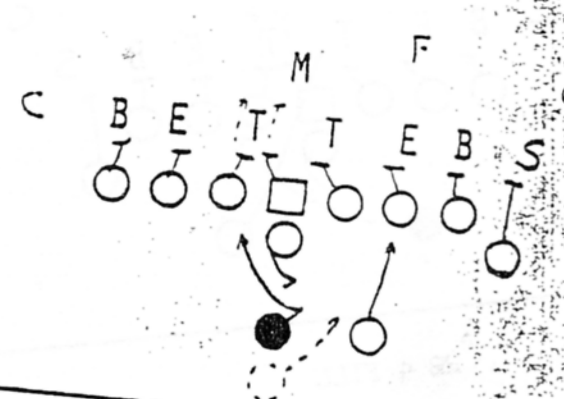
30 TRAP



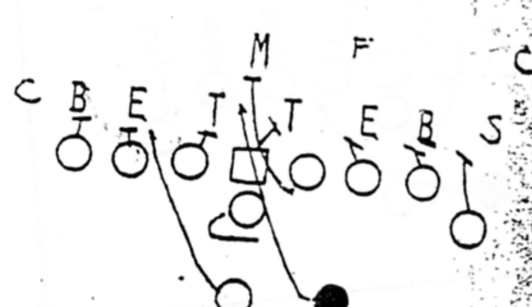
62 CTR



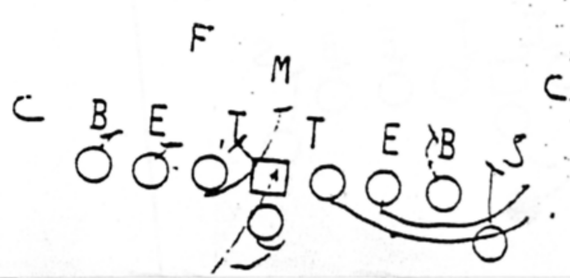
63 CTR



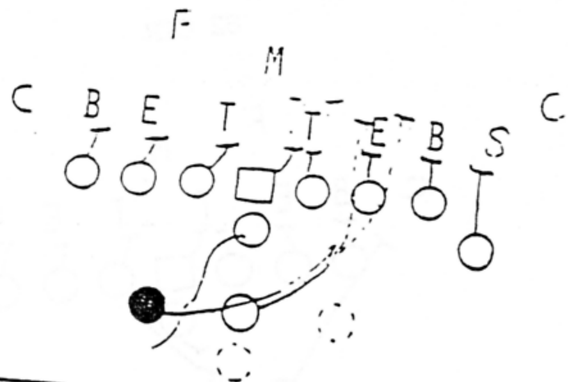
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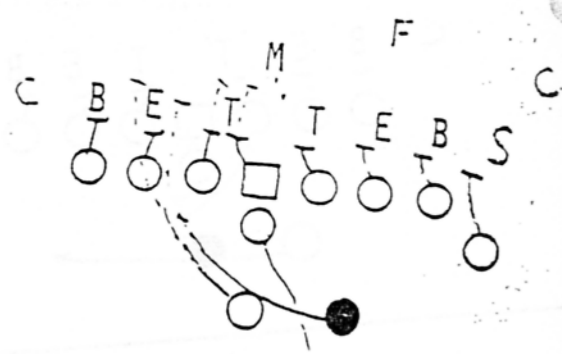
30 PULL



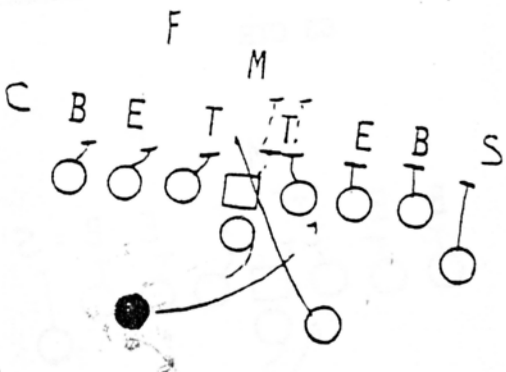
14 LEAD



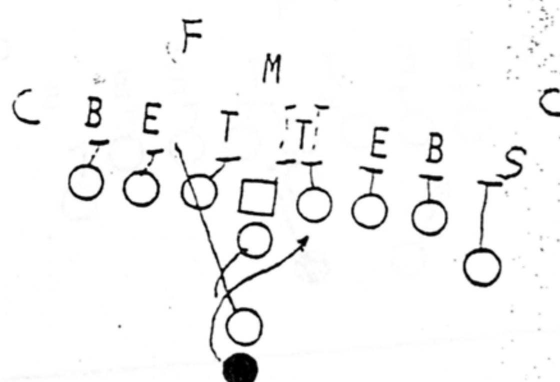
15 LEAD



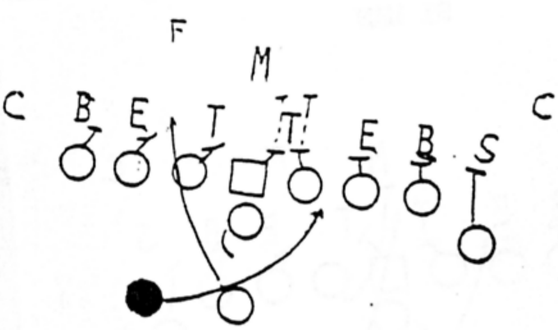
SUCKER SOLID RT



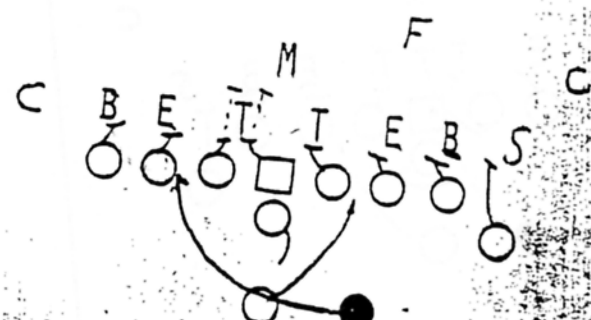
HB 4 CTR



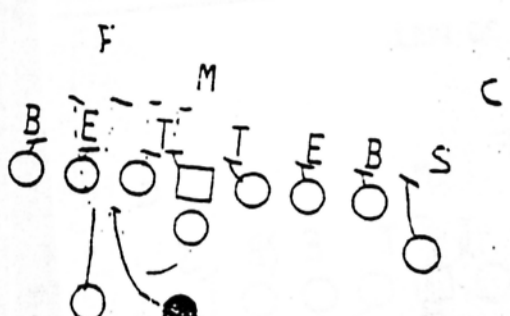
HB 4 FILL



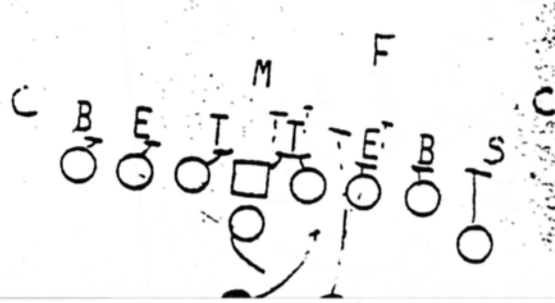
HB 5 FILL



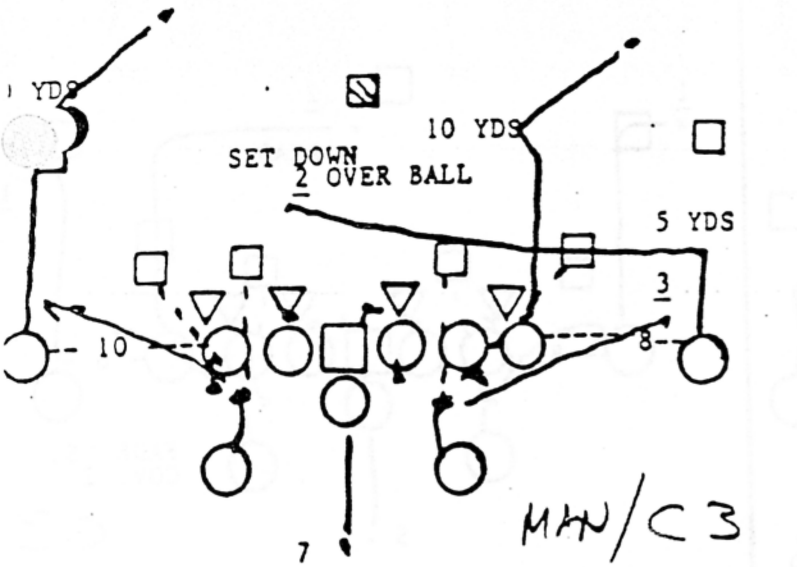
63 LEAD

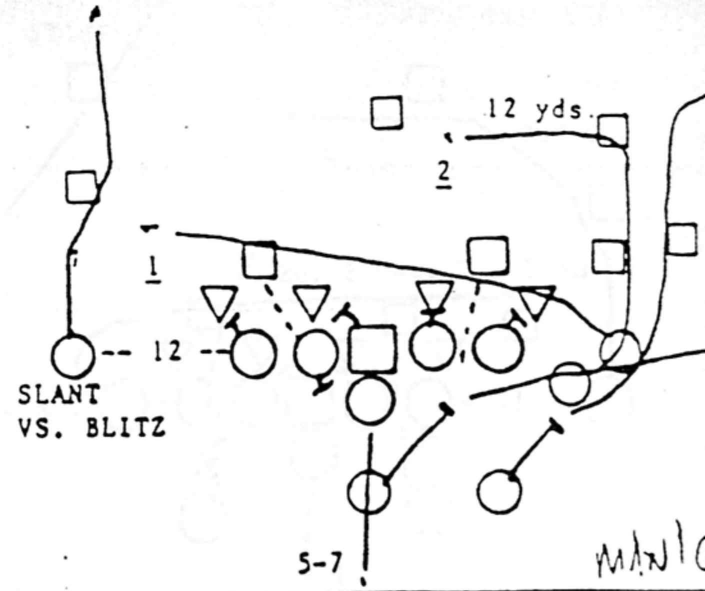


62 LEAD

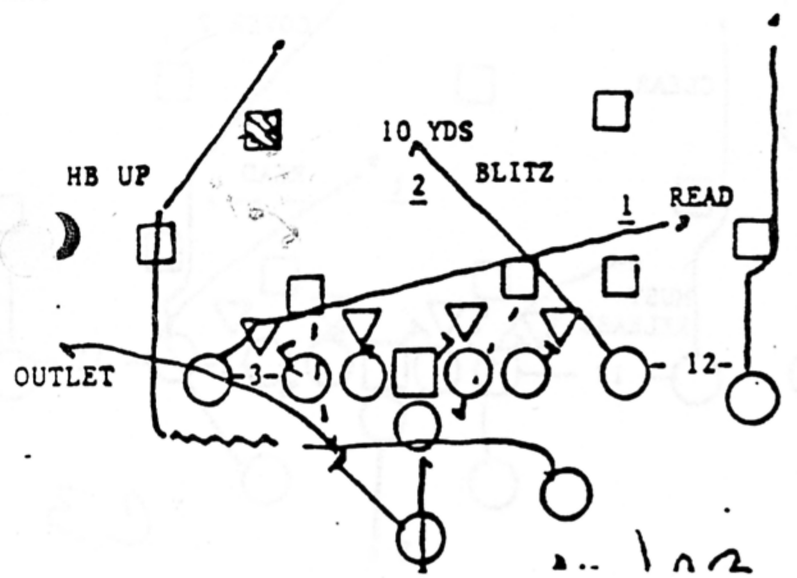


RED RIGHT
24 Y CORNER

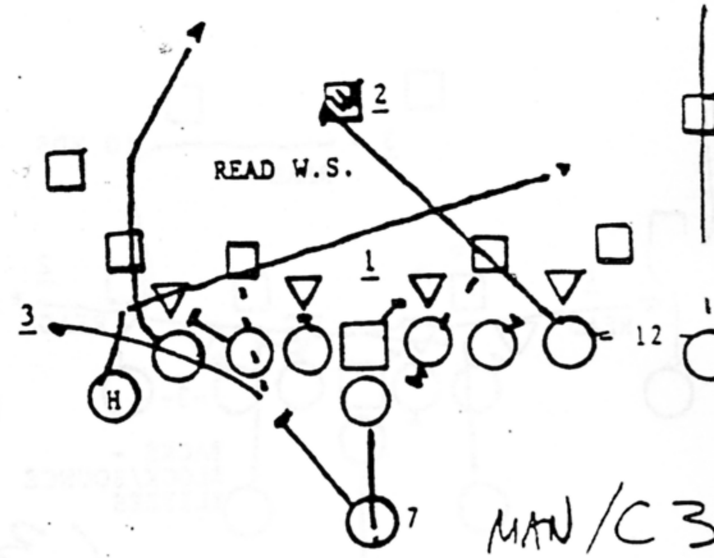




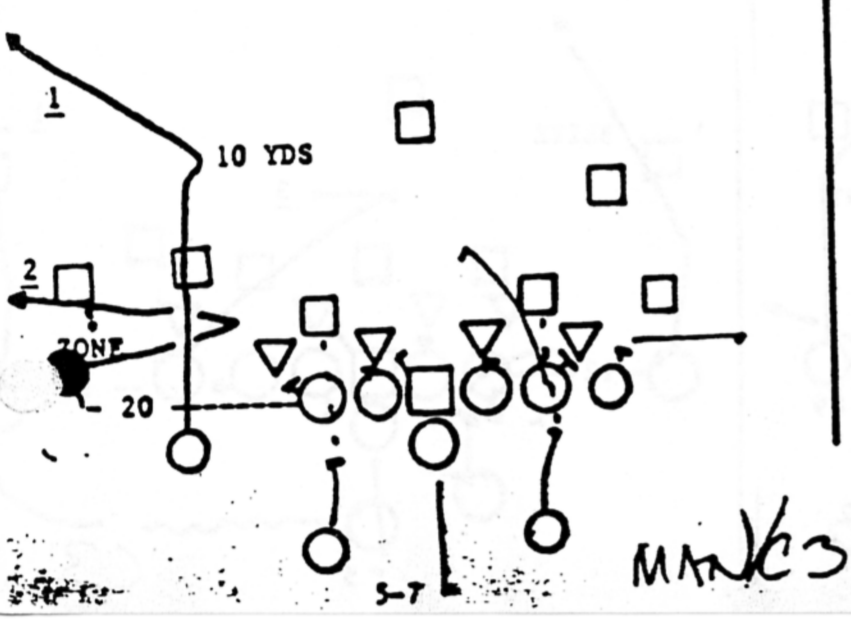
BLUE RIGHT C LEFT 76 X SHALLOW CROSS



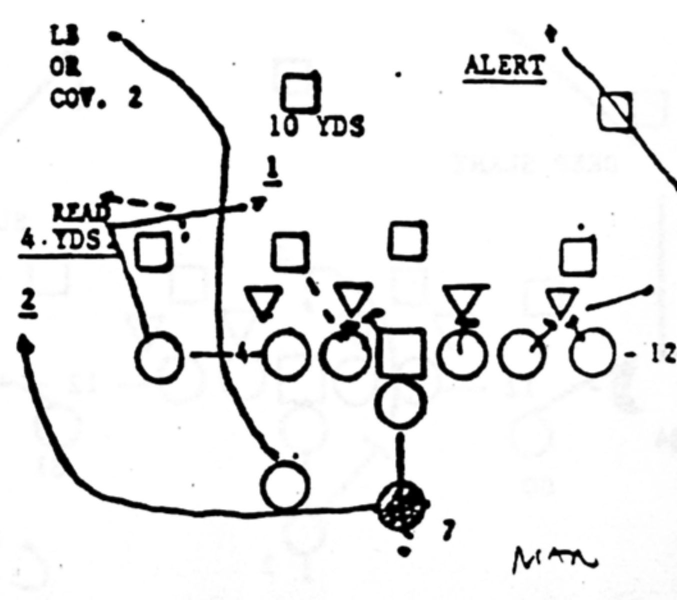
HB SOUTH RIGHT
76 SHALLOW CROSS



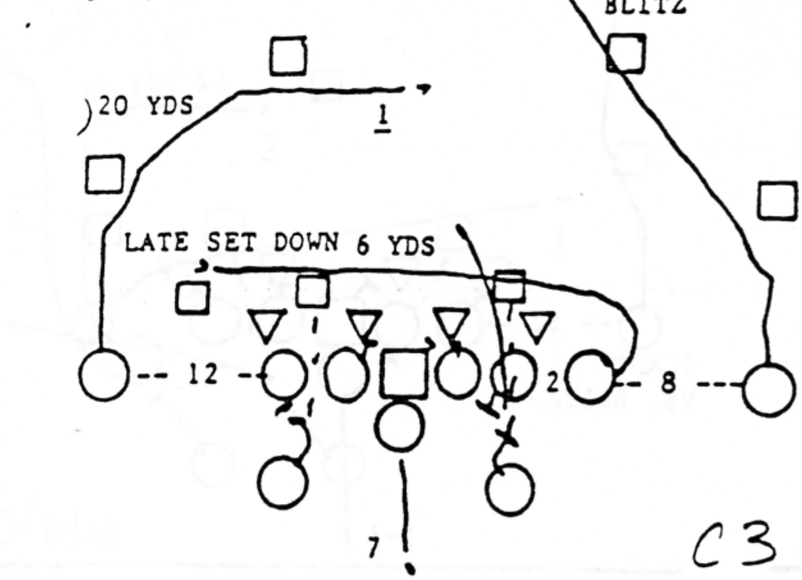
RED RT SLOT 58-59 Z CORNER



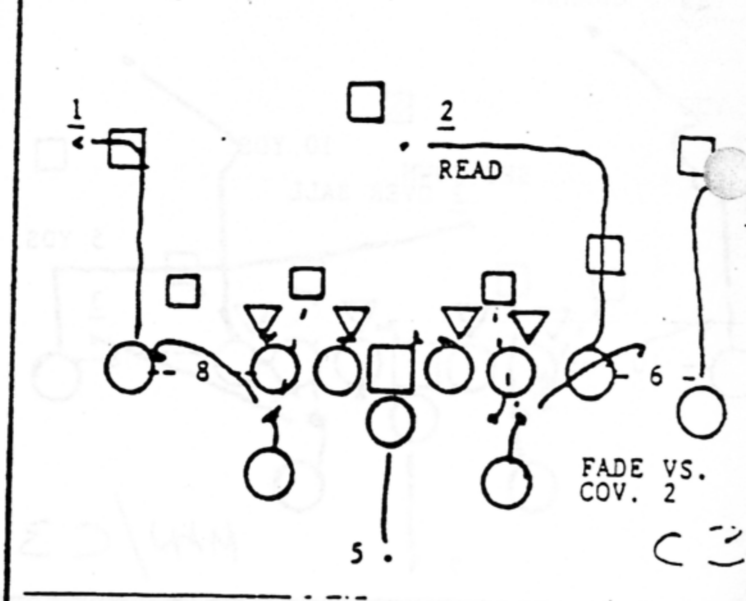
BROWN RIGHT TIGHT
770 X DELAY



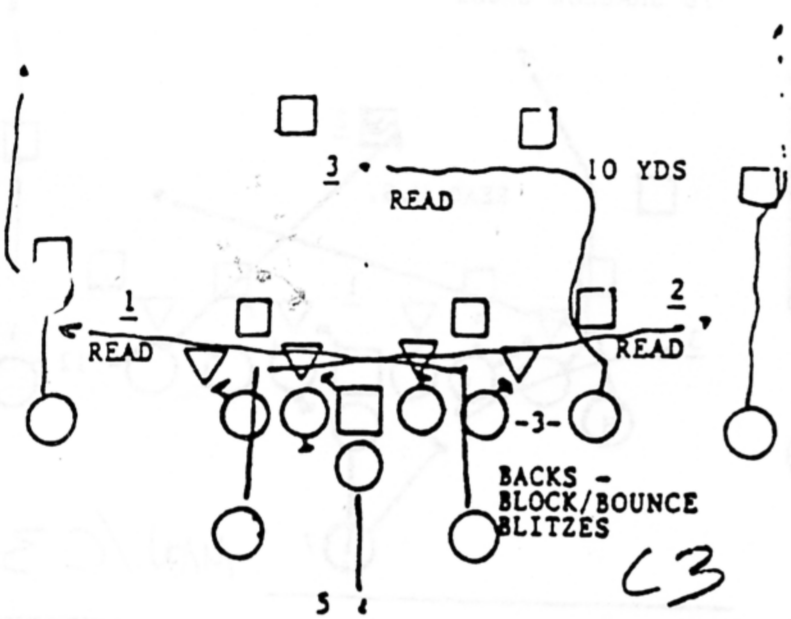
RED RIGHT
54 X DEEP OVER



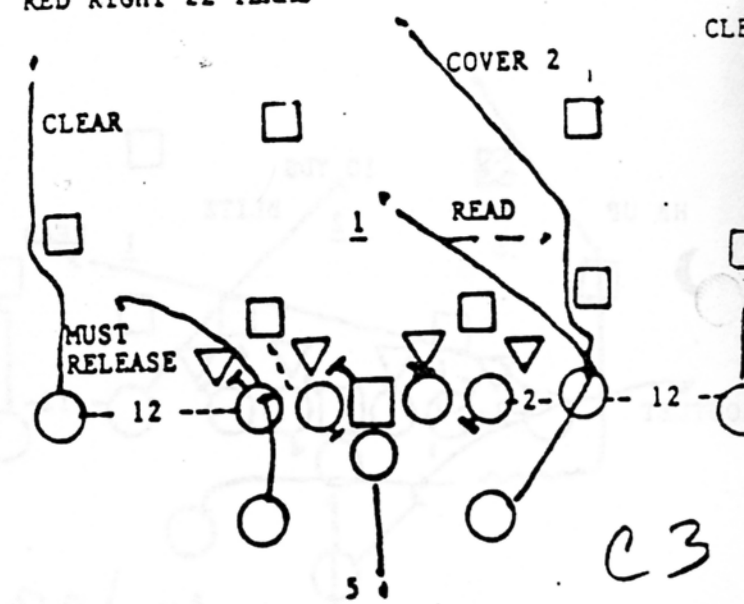
RED RIGHT CLOSE
24 OKIE



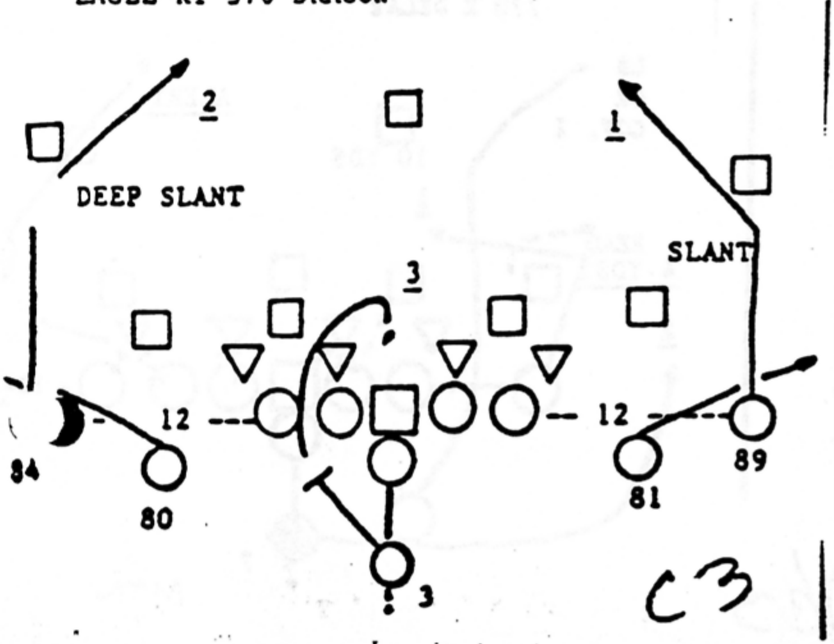
RED RIGHT 20 BINGO CROSS



RED RIGHT 22 TEXAS



EAGLE RT 376 DRAGON



BROWN RIGHT - B RIGHT
22 Z IN

